

What did you like most about the suitable quest descriptions?

Number of respondents: 349

Responses
When it worked, it seems like it could be used to great effect in a more roguelike setting. Frankly, the descriptions I was given at first, before the AI generations of those, were helpful and straightforward; I would not complain with those kinds of quest descriptors.
The strongest one was the quest-giver who bluntly labeled himself as, and then helpfully defined, a narcissist. It didn't motivate me to help him like a powerful dramatic monologue would have, but it did come across as intentionally funny. Still, it doesn't say much for the AI that its best move was appearing to write an unrealistic character on purpose.
Quest descriptions that don't follow a straightforward pattern, but rather mix context, lore, and quests component (task, rewards,...) in a nice way, that was natural and didn't follow a predefined order.
They are concise enough and go to the point. They look like they could have been written by a human.
Some of them were fun and surprising
Motivating I liked when the description builds character (for the quest giver) for rather mundane quests or when it gives a sense of urgency and seriousness for the more capital ones
The "natural" flow of the conversation, no repetition, well-chosen words that make you feel immersed in the game's universe.
Small details not related to the requirement to fit the quest description that add just a bit of sympathy towards characters
It felt like the quest giver was talking directly to me with relevant shared history where applicable
They were to the point, logical and explained things in sensible order with clear task on what to do.
They were consistent with facts and straightforward in what I was being tasked to do. Descriptions that didn't have too many place names or pronouns tended to do better, because apparently the AI cannot handle directionality of direction or interpersonal relationships very well.
Accuracy and attention to details.
When they had some personality to them.
- They had a good flow that made sense. - They were easy to understand - They seemed like typical quests in most RPG's especially Skyrim ;) - They had a more clear setup, what was story, what was the quest, and what was the reward. (If any).
Originality
They were clear and at the same time provided good backstory. The things that need to be done were hinted, but not in a very explicit manner.
The better descriptions had reasonable sentence structure and told a coherent story. They often had a minor error or two, but were mostly fine.
When it is somewhat surprising -- such as a house breeding to be bought not as a tutorial or for yourself but to buy it because someone else needed you to Leaving some mystery or openness
They sounded natural. Like it was actually written by a dialogue writer
They had novel and dramatic ideas which made them fun to read!
Clearly described the objective, explained or leaned upon existing lore, actually made sense.
Clarity
The best descriptions offered an appropriate amount of detail, clearly outlined the objective, and contained little to no confounding information.
There were no suitable quest descriptions, only ones that weren't quite as awful as the others. Nothing in any of these were good; the best they could manage was to avoid the most egregious errors. If I tried playing a game where all the descriptions were like this, I'd quickly learn that there probably wasn't much point in playing it and quit, but I suppose it's best to know that early.
Even the most suitable quest description had its flaws but, of the best quest description, I enjoyed their logical presentation and simple information given. The story flowed together better on the best ones and the information was fairly accurate and given directly.
Little repitition, short sentences, and the most important information at the end of the description
They were somewhat logically coherent. They connect the individual pieces of the quest meta data (in sometimes creative ways, adding some interesting details) to a motivation + goal for the quest.
They gave all the necessary information and were neither incorrect nor confusing.
They were short-paced and concise.
I chose the best of the worst :) For small generic quests they could be acceptable but still have a rushed and gobbled together feel. In a real RPG I would think that the autors did run out of time or quality assurance / proof reading.
- When they provide correct information in a succinct way - When they provide explicit direction on what to do in order to start the quest - When they are captivating and present the quest in a way which makes you want to do them, either by appealing to the player's interests or providing reason for them to complete the quest (doesn't have to be a specific reward, could be a broader goal).
I probably lowered my standards a bit, but just getting things write and mostly flowing.
I liked quests that told the user what the objective was without any contradiction or nonsense. I especially liked it when the quest-giver seemed to have some personality, and to not just be reciting facts.
clarity tone, being talked to as in an adventure
Giving all the information you need to do the quest correct and a good background story to the quest.
Read more like natural english, the descriptions themselves make the quests sound engaging
The criteria I described were met satisfactorily.
There weren't many, but a handful did at least mostly make sense. None of them felt especially well-written, but several were at least functional.
Complex characters, or reasons to complete quests beyond "I'll pay you"
They seemed like they were written by a human and fit in a videogame.

Responses
Acceptable language, description of the task that has aligned with the facts.
I think that it was just sheer luck, only found 1 quasi suitable description. I liked that it didn't talk as much, so I could imagine the setting without disrupting the immersion with oddities in the speech.
They where clear - And distinct but Not to short
They were clear, the writing flowed well and added a bit of flavor to the quest.
The best descriptions felt like they had a good hook (to tell me how this quest fits into the setting and convince me to take it), they were clearly explained and I could read it and tell what I, the player, was expected to do, and made logical sense as a quest to accomplish. I think also the ones that had potential for further plot/story after this part of the quest was completed, like a follow-up quest, were better.
Not much. Phrasing was jumbled and confusing
I enjoyed descriptions that sounded like a dialogue between the player and the quest giver, and which presented the major details of the quest without going into too much detail about each and every quest objective.
Original and different. Felt like real conversation. Felt the emotion of the quest-giver
n/a
Clear and consistent background info without too much rambling, and I had a clear idea of what I was supposed to do.
Yes
Longer sentences
High variety in the ways the speakers worded similar sentences, as well as believable vocabulary and delivery
They didn't sound weird and they conveyed content clearly.
The few ones that I found acceptable were short and to the point. The longer the text got, the more prone to logical errors and pointless repetition it got. Still really impressive though, don't get me wrong!
There were a few that felt like a natural conversation and mentioned all of the important quest objectives, even if it wasn't in great detail.
They weren't terrible
They were hilarious.
Readable, flow of text, internally consistent
They were accurate and were not too wordy.
They made sense
I like when decryption says interesting story, which is believable and not to complex
Provided necessary information, enough backstory to provide some interest/mystery, good sentence structure.
Seemed to be well structured
Context and purpose of the quest
If the AI generated quest descriptions are expanded upon or taken further, they are some interesting implications and possibilities for such questlines could go.
Simply put, they sounded fun. They got me to want to know more about the world and the job I was being given.
A couple matched the intended mission well. One also used a realistic tone in the description
Had some charm to it
Sounded interesting to accomplish and flowed well
- Context to the quests are given aside from just the objectives - Tone of descriptions are appropriate, ie. more light-hearted quest descriptions are more comedic, serious quest descriptions are more serious
They made the objective of the quest clear while also carrying some personality across. I like it when NPCs have quirks, different speaking styles, personalities.
Asked for helped, like I had a chioce.
They enriched what would otherwise be a boring fetch/kill quest with an extra element (i.e., a missing son, etc.)
They were substantial difference between each AI
Succinct, neat, and explains everything.
They matched to the quest brief. Sometimes even had at least slightly adjusted language
There is nothing "suitable" about those quest descriptions. This AI program seems to be in it's very alpha stages, and should NOT be used for any game.
They were really close to a good quest description if it were not for the grammar. Some had a nice tone to it and had a lot of potential.
Felt more like they belonged in a story.
To the point, more human sounding.
There were few, but very occasionally there were descriptions that actually filled it a (stock, but passable) way from A to B. Marked with 4.
The ability to convey the necessary information while putting a "spin" on it
Perspective and smoothness
The best ones also had feeling in the speaker.
They actually made sense from beginning to end.

Responses
Made task clear
A couple of them felt like they would actually belong in a game, the writing wasn't great by any means but they did give you all the information necessary to know what you were supposed to do coherently.
They had all the necessary information and flowed well, they made sense in character.
Good flavor in the request to give some more story to the quest
There were no suitable quest descriptions; some were very funny though
Maybe it's just the AI being whacky, but a few were quite interesting... interpretations of the given task. Maybe an AI would be most suitable to come up with general ideas for quests rather than their descriptions, though I suspect that is not the point of this study.
Was correct and understandable.
Clearly understood who had to do what for whom.
None of the descriptions were suitable
Better context and specific to what needs to be done.
Some of them were really unique. I mainly based it off of if I would start doing that quest the moment I received it.
They delivered the quest details fairly well
Matched the quest facts. And they were no worse than a lot of quest descriptions in games.
Felt more natural and 'in character'?
they are not to hard to imagine
A bit of humor, and how quickly the quest was delivered.
It was close to the quest and did not try to had to much on top. Simplicity is good.
They clearly stated the various elements that the quest required and where the quest could be fulfilled.
They looked like something that could really be a quest in an RPG.
When it was easy to read (the text had some interesting story in it)
Funny phrasing and/or emotion-driven sentences
- Felt more personal and immersive, as if it was a real person that was describing a problem. - Good descriptions and easy to understand.
They were the most clear and to the point.
Clear and usable
They felt natural.
They were short and simple - less complexity to trip up descriptions. Complex relationships can be implied by semi-vague dialogue and player imagination can fill in the blanks.
They linked together, that character was saying something in a linear way without conflicting information i.e. who they were and what happened, but not having a a gender of a character switch between sentences.
Besided being clear on the, and not contradict themselves, the better ones had a few dashes of character personality, not merely blunt exposition.
Interesting content Interesting how different contexts or bits of detail add to player motivations
Very few were suitable, tbh, though some were okay. The ones that worked actually got the backstory and the goal and the instructions clear.
Natural flow of text Clarity of instructions
They clearly expressed the need of the questgiver and provided a believable story.
They captured a good mood and seemed plausible. They were believable.
They explained the quest clearly, and gave suitable, correct information.
Succinct, meaningful statements. Less "waffle" and focusing on distinct but precise instructions. E.g. the shortest of the drinking contest with Sam descriptions had plenty of character with a clear set of instructions.
They met my criteria
Some of them had a neat little story attached to them, making them seem more natural, and making even a simple fetch quest seem more interesting than it actually is.
Absence of grammatical/contextual/logical errors
The unintended humor that the AI wrote ("my name is X and I've never left this town", "climb thousands of steps to meet me", etc.)
They clearly told me what I need to do and why
Some of them put you in action and feels like something someone would say
Flavor, comprehension, something more than a fetch quest.
Entertainment - humor
They were concise and explained the quest in a good level of detail and were easy to follow.
Using all of the points (characters and their motives, factions, locations) somewhat corrects. The mother of the faceless king asking him for marriage to rule with their son by his side

Responses
Brevity and correctness
Following the instructions would produce the right result, and the background sounded very plausible.
The important details of the task were presented in a logical manner. A brief rationale for the quest was provided.
Apart from minor issues, they looked like they could have been written by humans
Coherence
-
The ones that made the questgiver feel like a real person / gave the questgiver their own personality
They were short but sweet, and told an exciting story which made me want to play the quests.
Proper grammar Correctly relaying the information in the "ingredients" to the description
They were able to provide a clear narrative on why I'm doing the tasks that made sense from a character and world building perspective based on the facts provided to me about the quest, and often they provided a first logical step without revealing everything I needed in one go, allowing for some branching and exploration
They were consistent and believable.
They made sense, and were full sentences.
clarity of the quest immersiveness
There were very few but they were close enough to the quest info i was given with some small contradictions here and there. I understood what i had to do very clearly and the story aspect of it also was understandable and i understood why i had to do it, for who i had to do it, where i needed to go to do it, etc.
There was a surprising amount of character within the descriptions
They were at least readable and understandable
Logic.
Their concise and clear descriptions, with an evident and coherent inner logic. No assumptions were made about my character outside of the given context.
Something I could imagine actually experiencing in a game
They were descriptive and/or went straight to the point.
The details added
they made a bit of sense
They were interesting, made sense, and I could follow what was going on and what needed to be done.
They were simple to understand and didnt rry and be to verbose.
Background text as to why the quests were necessary were varied, one gave a variation on the quest that could have been interesting.
The more random ones were often better than the correct but dull ones! If a description starts off wacky then it can continue wacky and not feel unnatural. They provide concise information with a little flavour. Most felt pretty human, but as though they had been translated by someone who isn't a fluent English speaker.
Suitable quest descriptions accurately portrayed information while sounding natural enough that a human may have spoken them.
Short and straight to the point without any unnecessary information or false promises.
Motivation to help the quest giver and clear objectives
Felt natural. Simpler.
Sounded as if spoken by a person
Sounded more expressive with more personality
Clear enough that I'd be able to figure out what to do in the game.
Reasonable
- they were factual
Easy to understand
Clear instruction and description. Correctly translate the quest task and where to go.
The best descriptions were accurate and had a good, natural flow from start to finish without repeating itself or being overly specific and wordy.
In the few cases they worked, the descriptions provided a really pleasant way to translate points and facts into a more natural description
Very clear of what is expected and consequences
some of them were funny
The well written and clear discription of what had to be done and the seemingly right urgency to it
1.Being long and detailed enough to familiarize me with the world, but without the "the wall of text" effect to keep me hooked and focused. 2. Being stylized differently for deiiferent characters, for example a ghost of child and a king surely must have very different manners of conveying even the same information.
Clear descriptions that told you what to do and where to go.
Enjoyable, engaging, humorous.

Responses
None
Just the right amount of lore information, directness of the sentences that mention the data about the quest itself (who, what and where).
Clarity of objective and justification for quest.
They accurately described what the player is expected to do and who the characters are.
They added personality to the conversation to make the player feel more immersed, rather than just being told to go do something.
They (mostly) made sense, and didn't seem too artificial/'robotic'
"Filler" text for flavor, such as adjectives to describe NPCs involved, making the descriptions feel more natural.
I didn't think many were suitable. The ones that were ok were competent and seemed to get across the correct meaning, but were still not very engaging or full of personality.
A good summary of what must be done and why it must be done, along with some background information.
They convey all I need to know during the quest, and add some fine word sugar, so text looks akin to book text.
Smooth flow from one line to the next, with extra unnecessary information which still follows the main idea without straying too far from the quest information. Is it easy to read? Does it get the point across without becoming nonsensical or confusing? If yes, then it is suitable.
Sounded (mostly) natural. (Although to be honest, most of them sounded like poorly translated JRPG text. :))
They read like quest descriptions that you might find in today's RPGs.
Clear instructions to the player as well as accuracy in relation to the quest facts.
Logic
Interesting language and NPC attitude. Dialogue felt more natural and less like generic quest dialogue.
Consistency, well written, believable
Detailed but not rambling. Context-appropriate tone
They were exiting and concise
I didn't really think any of them were suitable. But the least bad ones made a small amount of sense, but read like they had been badly translated from another language.
Had personality/lore
The quest descriptions gave the necessary information in a very human-like writing style. Some of the quest givers sounded like they had some personality behind the text.
Some of them made me laugh at how ridiculous they were. Honestly AI still has a long way to go before it will ever replace real writers.
Maximum information in the minimum of words.
The good descriptions managed to convey most relevant details correctly in a succinct way, and they also gave some "character" to the quest givers, making them feel more like living people.
The ones I liked the most were ones that both used the facts multiple times in the description and also placed the characters in the right roles.
Clear, descriptive statements, with bonus points for some actual elaboration of the quest giver.
When statements were kept simple they usually don't immediately contradict themselves from their own lack of knowledge about what they wrote in the previous sentence.
There were almost no suitable descriptions. But some could be used a VERY rough basis to write up something useable (but that could be done even without the generated description)
Characters sounding like real people, appropriate use of language, quests looking interesting.
brief and a little bit of character
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The suitable descriptions either gave accurate information, or were vague enough that they didn't conflict with the human descriptions. They also gave some backstory or flavor for the NPC giving the quest.
They communicated the correct information without conflating any of it, changing it, or not including it all together.
They provided a hint of the importance of the quest, making it more engaging and dramatic a story to participate in.
Interesting personality
They were straight to the point and conveyed what to do quickly and efficiently The quest giver had a bit of personality so it wasn't just like "do this, get this."
When dialogue sounds reasonably believable to an actual dialogue.
Some of them actually had strong writing and made great sense, just excellent.
Flow of unique and coherent information
They felt like proper descriptions for quests.
I enjoyed the slivers of lore, world building, and character development.
They felt like an actual character speaking and I could figure out what they wanted me to do from the dialogue.
Wholeness, good narration
There were none. Some of the better descriptions would work somewhat effectively – if the quest givers were meaningless, random side characters you're unlikely to see again. If we disregard the character background and provided lore, some of the descriptions were somewhat reasonable low-effort quest descriptions. They might fit into a game that is built mostly around procedurally generated content (compare with TES II: Daggerfall) and doesn't hide the fact that its quests are soulless and the game tries to convince with other strengths. However, such a game would still require some well-made handcrafted quest lines to give the world lore and character. But if you have these already... do you want to further pad out the game with soulless AI generated quests? My experience with Skyrim is that its

Responses
radiant quests, which would be its content type closest to AI generated quests, don't improve the game. Omitting these quests would've created a better game over all. My experience with TES II: Daggerfall is, that soulless quests can work well if they're put into a fitting framework. Most current game design does, however, not work well with this concept of AI generated quests, even if the AI was trained a few hundred million times more often and produced actually working quest descriptions.
They fit the tone of the plot, gave good details about the goal, and sounded more realistic.
They had a clear sense of the past, the present, and the future goal - here's what happened in history , this is how the questgiver got to this point > the situation the questgiver finds himself in now > the quest goal that you must achieve to resolve the questgiver's situation.
I'm not sure I'd say I "liked" any of them. Even the good ones were pretty low quality. But if I had to pick something, I preferred when there was some notable backstory in there, at least when it didn't cause it to screw up. Some of the really basic ones didn't have any errors, but they lacked anything to make me care about the quest. For instance, I cared way more about the boy killed by a bandit, even though he didn't actually tell me to go find his stuffed animal like the quest was supposed to.
They made sense and sounded interesting.
I liked helping nice people
They made sense.
The suitable quests generally adhered to the established information, clearly stated what the actual objective was, and had tone consistent with the context of the situation.
they got realy well in the character and they were well fleshed out.
They conveyed the quests' information well, and sometimes wove a narrative through the description
Naive yet funny wording.
They actually made sense and were easy to follow logically
When they flowed more naturally—an introduction about the character, a brief catch as to why the player should listen to the rest of their speech, a logical explanation of the problem, a clear objective.
A lot of them felt like real quests even if some were a bit off in some places and could fit into a world.
Captured the intent accurately. Felt like an actual conversation Gave characters personality (Gold Claw prompt 5 was very good - an intro by the NPC, a straightforward request with a specific detail about who did the stealing, and a sinister undertone that could go in a bunch of different directions).
They made logical sense and did not contain contradictory information, whether to itself or the original quest parameters.
-Logical consistency: By the end of the description, I understood how the information they told me concluded in the task. -Flavor: Greeting phrases are simple, but can present the context of who this quest-giver is as a character in relation to you (is it friendly/commanding/entreating?). Extra context can make the world seem more fleshed-out (X was a promising student; I've never been to this inn myself; this place makes my favorite ale; I'm trying out new smithing techniques; I've had to close my shop in the past). -Gave me a reason to be invested besides the reward: I think the best quests are those I want to do even if the reward is poor. For example, a quest that will provide more information about the world, or an unanswered question that prompts me to want to try putting things together. These are all basic quests, of course, but I think I liked the descriptions where I might take a more active role--help figure out what's going on, for example, rather than just "this is what's going on, just kill the enemies and we'll take it from there." Even if functionally the same, I think it helps me feel like my character has a defined role in the world.
Felt natural.
That they add backstory/lore so it feels more like an actual "event" That has had its own history and lore in the universe before you came around
They took the original quest description and created an interesting sounding scenario that is consistent with the facts.
They were short and concise and direct to the point.
They felt well written and some seemed to have sincerity behind them in form of emotions in words while still maintaining enough context to understand it and not contain "lazy sentences" like writtwn above
The most suitable ones were literally the copies of fact list, just made on proper sentences without redundancy. It seems like AI was getting lost when trying to add more from itself.
Clear information about the task at hand or where to obtain such information, information about quest rewards
That they either made sense or made the most sense out of the group of quest descriptions. With the second criteria being that it sounded interesting.
Not only did the best ones correctly read the quest details, they also added good touches of flavour. Mind you, some of the failed descriptions also had a good mixing of flavour, but to the detriment of the original idea.
there werent any really suitable quest descriptions. even those that were okay-ish lacked humour, interesting story-telling, anything that would make me want to read them instead skipping through and being annoyed by the text.
It looked natural and got the point of the quest correctly.
The language was understandable and was natural to read
Concise delivery combined with extra flair adding the sense of emotional investment of the speaker and establishing their personality
The best of these clearly gave an objective and a location to accomplish them. The overall "plot" of the quest was outlined and followed logically.
Nothing really, it seems to be worse than human-created quest descriptions on all fronts. Though I guess I could give it points for how wacky some of the descriptions got.
They were straightforward and described what the player should be doing, and also why the player should do it
Keeping it simple. Creating an appropriate atmosphere. Reading it actually left an impression.
Multiple options to clear the quest and a prompt explanation of the overall objective.
conciseness of information
East to understand, well written
They were easy to understand.
Included flavorful text, created a cohesive narrative

Responses
I think I only find a few suitable quest descriptions. They were short with little room for quest giver to start "obvious ai misinterpretation" (whatever i'm trying to say here) in an unnatural way. Also short text sounded (if i recall correctly) more factual and less, as I said above, "casually american like an airport employee". I think they were closer to the factual description in the begining. Q48D1 could have been pretty decent refering me to another npc that will "tell me everything" (well I doubt it, but ok) makes me willing to indulge and make a somewhat realistic and convinsing sounding quest while not risking to make a poor pronoun assignation or stuff like that. Too bad it started with what sounds like a paradoxal totology (which contradicts quest lore as I understand it) "The Ezrohir are not our enemies; they are our allies. ". Q48D2 is pretty straightforward and while being bland at first, avoid making mistakes and manage to end on a cryptic cool sounding assertion which sound enoughly implied speech to come from a (blockbustery) human speaker. Thanks I had a lot of fun doing this, though now i am late on my work schedule.
being generally opposite my objections above. but there were a few Very Amusing obviously computer generated ones I admit I rated higer because they made me laugh! yes, the dark brotherhood definitely has a big dark door with a clear sign saying "dark brotherhood!"
- They made more sense than others - Afflicted my feelings (atleast somewhat)
Concise, simple description that made sense for the character (ex: little girl asking you to tame parrots; I thought those were decent because they seemed believable and didn't waste too much time.)
The information presented was in line with the context of the quest; I dont need a girls tragic life story to get her a parrot if the reason she needs the parrot is irrelevant. On the opposite end, the ghost's extra info explained his relation to the boots and the complexity of obtaining them.
When it felt like natural dialog and not quest description, but at the same time it also explained the quest well.
They were usually simple, which prevented the generation of contradicting statements.
They were fun to read! The task was clear and the quest givers had some extra things to say, that did not sound forced or awkward.
Intriguing details that made me more interested in the quest.
Task description made sense with provided information, quest giver's tone/attitude matched the tone of the quest
They were written in proper English and they explained everything correctly.
Sounded like something a believable person would say.
I rated everything basically unuseable, only once did I rate a 2 because at least it got all the facts correct. I would still not consider it useable in its current form. As noted in my reply for RP context and conversational flow in the which criteria question.
Some really sounded like they were written by a human!
An interesting story being told through a quest.
I liked when the steps suggested by the quest giver were clear, but not too obvious. It's also fun if they're slightly vague, which means the player can feel creative, or their problem-solving skills rewarded. I liked when the description had the "voice" and personality of the quest giver. Except if it was demeaning to the player - it becomes jarring if the person seeking our charity is aggressive and ungrateful to us. That breaks the immersion - why would we agree to help?
Little or nothing was wrong or jarring
They remained mostly consistent with themselves and the previously listed details, while maintaining a degree of candor, and not reading as overly robotic.
Quest objectives and description were compatible. Also I liked that the quest giver's personality came through well in some of the descriptions.
Clear objectives and engaging narrative.
The information was at least presented correctly, and the way sentences were phrased was not offensive.
If the description was logically consistent and imparted the relevant information concisely with accurate grammar.
Interesting, clear, short and simple. Emotion was suitable.
They were humorous at times (likely unintentionally so).
They presented the information in a fluent " realistic" manner, it read and felt consistent with the story at hand.
Immersion in the situation, feeling the urgency/friendship, ect
Desceiptiveness.
Given details, asking for help
I really liked it when the quest used words that were suitable for the situation the quest-giver found themselves in.
None of them were really great, but it was neat to see how it close things really got.
They generally fit very well with my expectations of the character's behavior.
When all the critical information is introduced in a manner that flows well and fitts with the character.
Some of them read quite nicely. The story made some sort of sense, not a lot of unnecessary details, good construction.
They had lore flavouring, were coherent within themselves, and didn't have non-sequiturs, and related to the quest directly.
simplicity and details
did not mistake who was who. Does not misinterpret the quest objective and understood context of the scenario. Does not repeat itself. Did not create plotholes or inconsistencies. Unfortunately there were very few quests given that did not mess up. The ones that got really close were rather short and lacked flavor and flair in the text. Which I believe was the main goal of the study.
None of them seemed suitable for in my opinion.
They were logical and had no or minor errors
They're good! Almost as if they were written by a human.
If there were no direct contradictions of the descriptive information and everything was logically consistent.
Some of them made me laugh, like the very special staff one! That was unexpected , but it worked.

Responses
It amazed me how accurate and true to the provided information the AI managed to be with them. With more research and more effort put into developing machine learning, this could easily cut development costs and time required to make games like the TES series and such, and I think that's cool and something to look forward to!
1. They more or less conveyed what the quest required. 2. They provided an interesting story or character.
The quest information got to the point with English that made sense to read and understand.
There were no quest descriptions that I found suitable.
They sounded interesting and I was excited to think how the quest might turn out.
Picturing the character through speech.
They fit
They made sense, and had a solid introduction/problem/task structure.
The ones I liked most followed the intended objectives more closely, and also added more to the world-building or the characters. Some of the quest givers had interesting personalities that came through in their speech patterns.
The best ones looked like something I might see in an actual game.
they made sense, even if the language could be improved to be more natural.
They read like something I would expect in an RPG, a little backstory but not so much as to bore the reader and and objective. For random side quests they worked well.
Suitable descriptions made at least some sense, the descriptions made it passably easy to understand what the quest wanted the player to do. Quest description 2 for Quest 1 was the only one that showcased any kind of interesting characterization or storytelling. That one managed to give some sort of personality for the quest giver, and i found that one rather interesting
information that helps set the context
Good logical quest descriptions that fit yhe narrative
They were plausible, believable, and realistic with enough flavor to make them stand out.
Short, logical sentences.
Were more accurate, less disjointed
Clear direction and interesting background information
That everything made sense and had an interesting hook.
The descriptions make sense and is coherent with the objective and the quest-giver. The best ones also incorporate emotion appropriately.
It explained the facts, location, tasks, and rewards clearly.
I liked that the paragraph made sense in general, even when sometimes the AI got names and facts wrong but actually makes sense if you don't know the background of what the quest and the characters are suppose to be(I at least had two of these where i had to be rate them as not suitable but didn't gave the lowest rating).
Added flavour to the story
It was consistent with the information, and also came off as something I would nod along with and click accept to. The quest descriptions were also clear, keeping in line with my criteria.
The unexpected phrases were sometimes inspired :)
They were in character and stated to me what I had to do
Some entries had personality behind the quest giver, which was most engaging. Also, the quests had a logical flow and would give proper direction to the player.
It read like a person would write/speak, especially with exclamation points and giving some extra conversational details.
Being emotionally involved and wanting to help the people.
That they presented a clear story and clear quest descriptions, giving enough context to know why you're doing what they're asking.
They were hilarious, or succinct.
Simple goal-oriented descriptions. Detailed, in-universe descriptions/language seems to confuse the AI.
not too short to be bland, not too long to be boring and tiring to read for a straightforward quest
some of them managed to outline the quest well even with just a short text
The best descriptions relayed all information about the quest, whilst adding to either the character or world.
Generation of natural-seeming descriptions, that did not conflict with anything.
Consistency
The lore, explaoning and giving envy to do the quest bu using cool sentences structure
They (mostly) made sense within the context
Quest descriptions were descriptive and went into detail about background information without contradicting themselves or the quest facts.
The flowed nicely and easily delivered the required information
Concise, with a decent quest length and not too much babbling around
Stayed true to the given facts while maintaining an interesting tone

Responses
See above for how I rated the quest descriptions. The most suitable quest descriptions hinted at tying into the larger world state or a larger plot arc (I don't like small fetch quests), elaborated on the state of certain characters or groups of people inhabiting the world, helped to establish (through accepting or rejecting the quest) what kind of player I am roleplaying as, and were internally consistent. Humor is always a plus. This was so interesting, thank you!
They sounded natural, and they were at least mostly correct in the info given.
Reading flow of the description provides a general feeling of the task that I was getting into and the quest provider's situation .
They seemed well put together. Regardless of the story it told at first, the actual quest itself made sense. Furthermore, the language used felt conversational and not stunted.
They were clear about what was required from the player and didn't stray too far from the truth.