**1. Generate environmental storytelling with AI.**

We should use AI to generate announcements in The Church In The Darkness instead of playing clips, because playing clips can’t provide enough detail of emotion. As you know, in human’s language, different world choices and tones should represent different felling, also emotion is a spectrum but not stairs.

Therefore, it will be a good idea to replace many clips with an AI, like an App allows you to adjust different emotions, and if it allows us to choose accent and character that would be the best. Therefore, if we can achieve that our announcements in the game would have more texture and detail experiment.

**2. Mata Date or Variables**

Mata Data is very useful in the dynamic story choosing. However, Mata data can’t have global variables as what variables does. So, it would be the best to use variables instead of Mata Data. Maybe the advantage of using Mata Data is it has simpler data structure. But if we want to change the Mata Date or manage them, we will find variables are easy to operate.

But the advantage of Mata Data is that it can be dynamically assigned to different stories. However, Variable can’t be assigned as a whole pace.

**3. Given agency to characters as well**

To make the game close to the real world and give user a better experiment. We should give all the character some agency as well. We should let the character in the game behavior similar with the player to let the player feels he is not the only one play in the game, at least not just the system and himself.

To achieve that we should use AI to generate a character. We don’t have to; we can intergrade more many video games together. For example, the people try to sale things to you are a real group of people who playing a market strategy game.

So, what we are doing is intergrade many senses together to make a game world.