



PROCEDURAL PLOT GENERATION FOR ROLE PLAYING GAMES USING LARGE LANGUAGE MODELS

Bartosz Sadowski

PLOT FOR ROLE PLAYING GAME

- **Based on the rough outline**
- **Emerges throughout interactions**
- **Adheres to the specific rules**
- **Follows given convention**
- **Has several equally important protagonists**

PROCEDURAL PLOT GENERATION OVERVIEW

- High control
- Fully predictable
- High effort
- Low originality
- Hard to present

LARGE LANGUAGE MODEL OVERVIEW

- **Low effort**
- **High originality**
- **Ready to present**
- **Low control**
- **Low predictability**

HYBRID SOLUTION TESTED WITH WOLSUNG 2.0

- **Medium effort**
- **High control**
- **Medium predictability**
- **Medium originality**
- **Easy to present**

JSON PREPARATION TO CREATE SKELETON

- **5 acts per adventure**
- **Multiple scenes per act**
- **Embedded system rules in undetermined situations**
- **Table based scene element providers**
- **Adventure context to store common parts**

THREE ASSISTANTS TO MAKE THE STORY

GPT reusable prompts in form of assistants

- **Inflection Assistant for fixing text created by string concatenation**
- **Generative Assistant for adding titles**
- **Description Assistant for mapping outline to readable text**

TEMPLATE ENGINE TO SHOW THE RESULTS

- **Presents pieces of adventure in correct order**
- **Creates valid HTML document**
- **Highlights important parts**

Q&A

