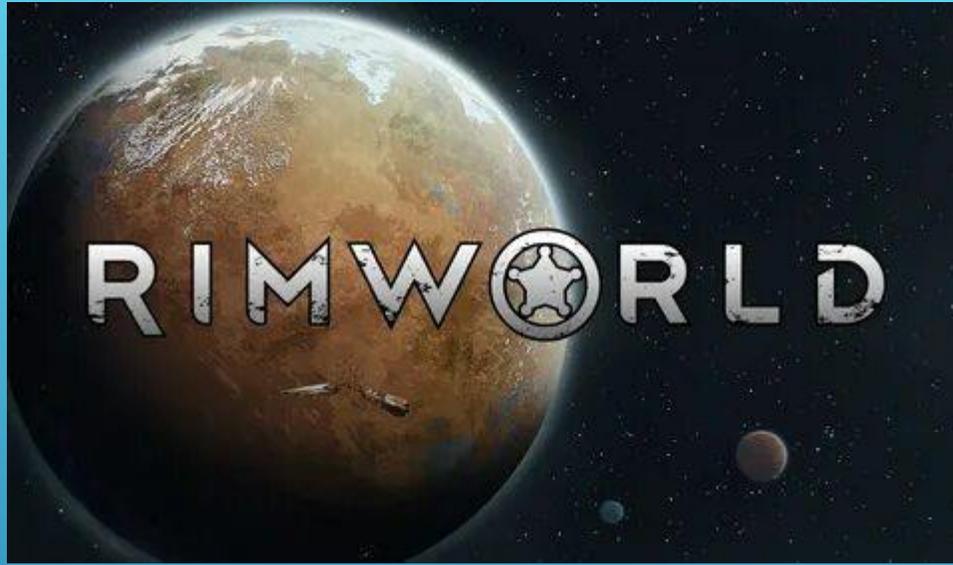
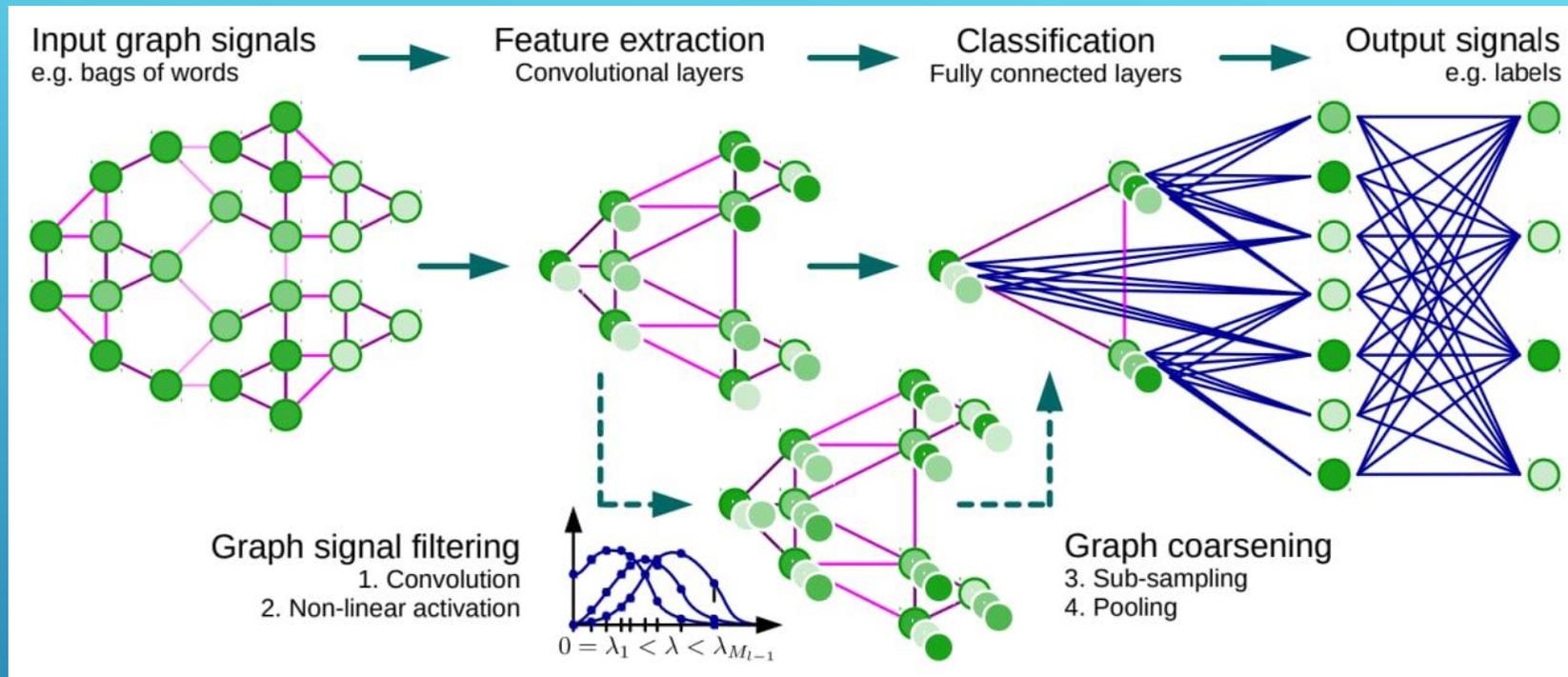


ENHANCING RIMMORLD WITH AI STORYTELLING

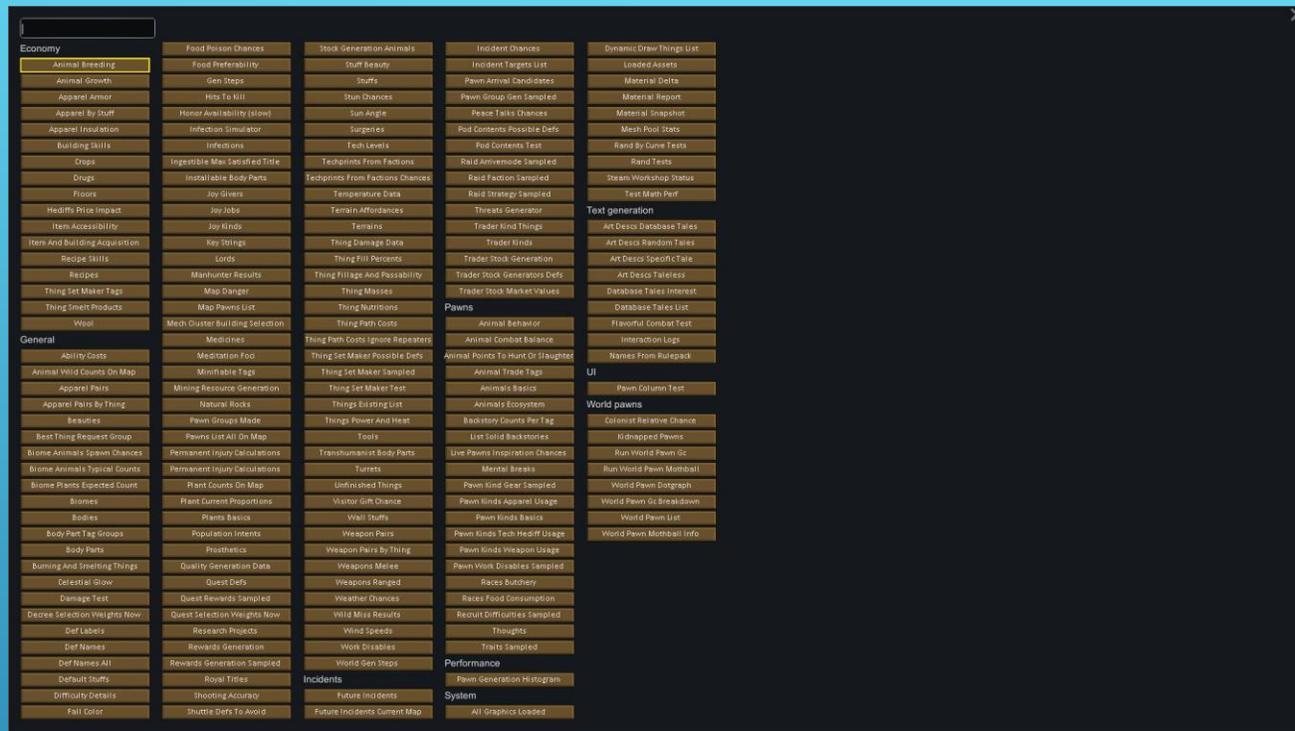




- ▶ Rimworld is a popular sci-fi colony sim that generates emergent stories through gameplay. But events can feel repetitive after many hours.
- ▶ - Players control characters in a space western setting
- ▶ - The game creates unscripted stories and events that shape the experience
- ▶ - Narratives can become predictable over time



- ▶ Claude is an AI assistant developed by Anthropic that understands language and generates coherent responses.
- ▶ - Trained on massive datasets to develop broad knowledge
- ▶ - Can invent new scenarios that fit established lore
- ▶ - Instead of generic events, it may create multi-part storylines, factions interaction, etc.



- ▶ A Rimworld storytelling mod can tap into Claude to enhance the narrative experience.
- ▶ - Feed Various details about player's game into Claude (colony, characters, tech, past events)
- ▶ - AI suggests story beats to translate into in-game events, quests, items, interactions
- ▶ - Each game features unique stories shaped by player and AI
- ▶ - Achieve unscripted storytelling and a personal sci-fi epic

CONCLUSION

- ▶ : Combining ChatGPT's language skills with Rimworld's simulation provides:
- ▶ - Endless variety of stories that react to players
- ▶ - Increased narrative richness
- ▶ - The future of dynamic storytelling in games relies on AI!

The presentation outlines how Rimworld's emergent gameplay could be improved with AI-generated stories, details how Claude's natural language capabilities are suited to the task, lays out how the integration would work, and concludes with the benefits of combining the systems for next-gen storytelling in games.

