

# Claude Story Writer WebUI

Claude Story Writer WebUI is a tool that translates user-input keywords into stories. It utilizes artificial intelligence to create a rich narrative, complete with a unique worldview, well-developed characters, allies, enemies, and intriguing conspiracies, all based on the user's requests. Once the story is generated, the AI performs a self-reflection and saves the content as a script.

The script is then saved as an abbreviated\_story.json file, which can serve as a valuable source of inspiration and ideas for your own scriptwriting endeavors.

Furthermore, you can continue to interact with Claude, taking on the role of a player, to explore this script.

```
Claude webui-v0.22.py x 工作区信任
E: > Project > Claude > Claude Story Writer Webui > Claude webui-v0.22.py > cl_
25 model_options = ["claude-v1", "claude-v1-100k", "claude-
26 model=gr.Dropdown(model_options)
27 model.label="模型選擇"
28 model.value="claude-v1.3-100k"
29 tempeslider=gr.Slider(minimum=0,maximum=1,value=1)
30 tempeslider.label="互動的ai溫度"
31 #棄用with gr.Row():
32 aichat_cb = gr.Chatbot([[None, preset['greeting']]])
33 aichat_cb.label="對話"
34 #棄用ainput_tb = gr.Textbox()
35 #棄用ainput_tb.label="分析"
36 #棄用ainput_tb.interactive=False
37 input_tb = gr.Textbox()
38 input_tb.label="用戶輸入"
39 button = gr.Button("發送用戶輸入")
40 clear = gr.Button("全部清除")
41 dl_button = gr.Button("刪除最後一組對話")
42 #暫時被讀取劇本取代load_button = gr.Button("讀取")
43 loadstory_button = gr.Button("讀取劇本")
44
45
46 #這個方法是用戶輸入後執行的第一個方法，用來把用戶輸入的東西放
47 def user(user_message, history):
48     global last_user_msg
49     last_user_msg = user_message
50     return "", history + [[user_message, ""]]
51
52 #這個方法是拿來刪除最後一組對話
53 def dl(aichat_cb):
54     aichat_cb.pop()
55     if len(aichat_cb)==0:
56         aichat_cb.append([[None, preset['greeting']]])
57     return aichat_cb
58
59 #這個方法是拿來重置（清空）對話欄
60 def resetaichat_cb():
61     global thestory
62     thestory=""
63     return [[None, preset['greeting']]]
64
65 #這個方法實現了讀取（暫時被讀取劇本取代，需要時才考慮回覆）
66 #def load():
67
68 #     with open('data.json', 'r') as json_file:
69 #         aichat_cb = json.load(json_file)
70 #     # aichat_cb=None
71 #     #aichat_cb=[[None, preset['greeting']]]
72 #     #return aichat_cb
```

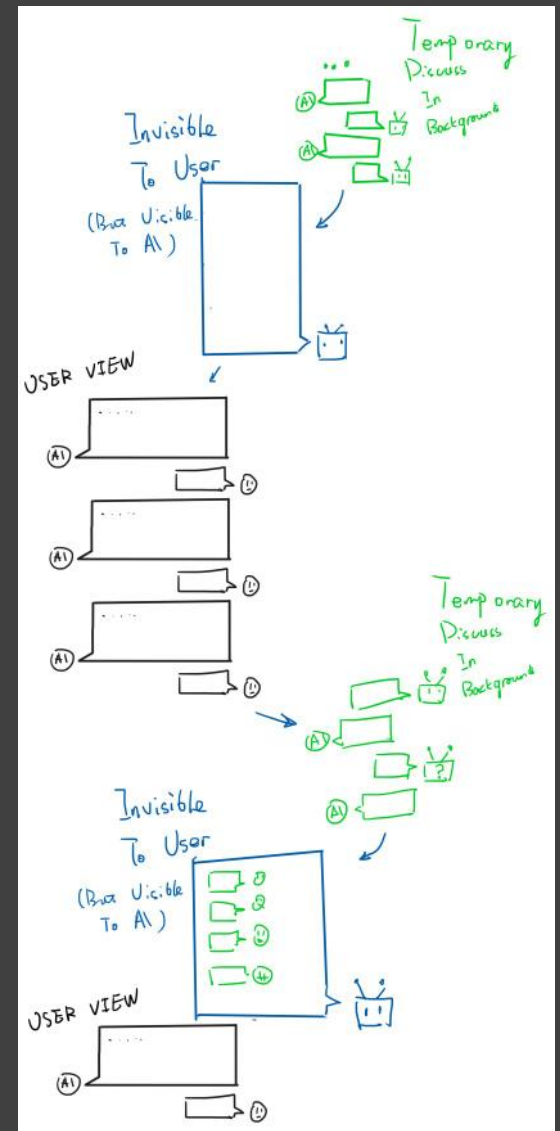
# Claude Story Writer WebUI

Claude Story Writer WebUI will transform this script into an interactive game, enabling Claude to read and transform it into a captivating role-playing experience. Users can freely immerse themselves in the scenes presented by Claude and engage in natural language interactions. However, it has come to my attention that after a few rounds, Claude gradually starts to deviate from the original script. To address this, after every 5 responses from the user, Claude will review the current story and script, evaluate the current situation, and make analytical adjustments to create a new storyline. Users can explore the generated script or even input their own script, allowing Claude to generate scenes and engage in interactive storytelling.

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```

1. I understand that breaking tasks into multiple steps can improve the quality of AI output. However, compared to single-use and easily decomposable tasks, a role-playing game often extends over a long period of time. Therefore, I would like to experiment with periodically breaking down tasks during this extended process to enhance the output quality.

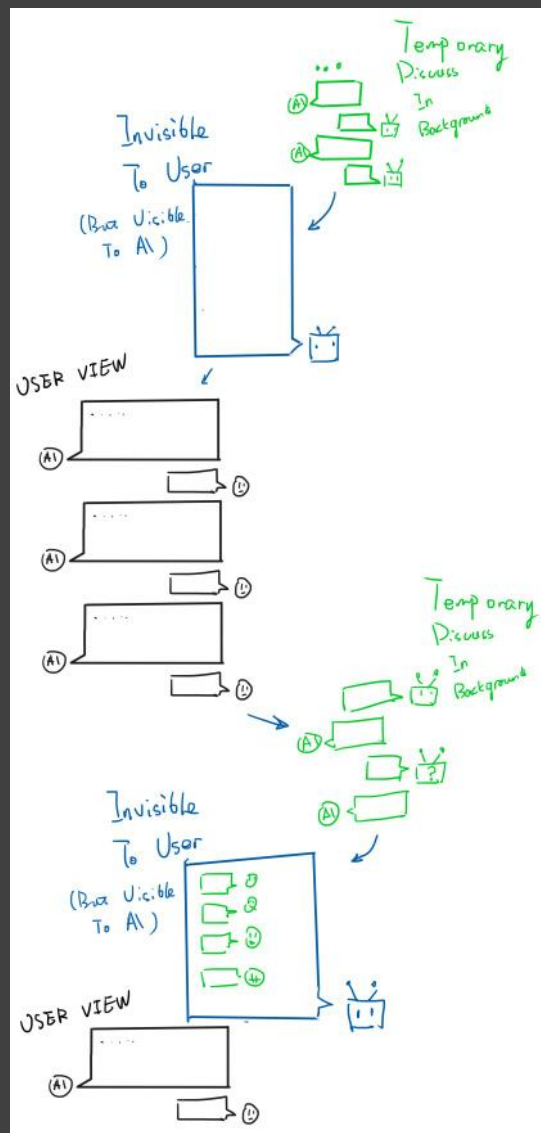
2. In the context of a story, the narrator possesses a wealth of information that the reader is unaware of, such as scripts, outlines, character backgrounds, and foreshadowing. I believe these elements should be separated as part of the thinking process. I attempted to design a section that is visible to the AI but not to the player (and made efforts to ensure that the AI understands this invisibility to the player), with the aim of improving the output quality of the AI.



1. 我知道將任務分為很多步驟可以提高AI輸出的質量。但是和一次性的、容易被拆分的任務相比，一次角色扮演遊戲經常持續很長時間。我希望試著在這個很長的過程中隔一段時間進行一次任務的分解，從而增加輸出的質量。

2. 對於一個故事來說，很多信息應當是講述者知道而讀者不知道的，比如劇本、大綱、人設和伏筆，我認為它們應當作為思考過程而被拆分出來。我試著設計了一個AI可見但是玩家不可見的區域（並且試著讓AI理解這部分是玩家不可見的），希望這能提高AI的輸出質量。

因為測試的時間很少，我很難確定到底這些工作能夠提升生成結果的質量，如何寫prompt更能提升結果的質量，或者具體對質量產生了多少改變。但是在測試中我發現，即使很糟糕的prompt也可以產生可以接受的結果，即使雙方都在自言自語或者中間產生了錯誤，最後用戶看到的內容甚至也是可以接受的，Claude（和這套流程）的魯棒性讓我十分驚訝



Claude Story Writer WebUI contains two files.

1.Claude Story Writer Webui.py

2.preset.json

Ensure that they are in the same working directory.

名称	修改日期	类型	大小
Claude Story Writer Webui.py	2023/6/3 20:30	Python 源文件	11 KB
preset.json	2023/6/3 20:30	JSON 源文件	7 KB

When you start the Claude Story Writer WebUI script, you will see this in the terminal.

Running on local URL: <http://127.0.0.1:7860>

To create a public link, set `share=True` in `launch()`.

```
问题 输出 调试控制台 终端
● PS C:\Users\deven> e:
PS E:\> cd "e:/Project/Claude/Claude Story Writer Webui/git"
PS E:\Project\Claude\Claude Story Writer Webui\git> & C:/Users/deven/
t/Claude Story Writer Webui.py"
Running on local URL: http://127.0.0.1:7860

To create a public link, set `share=True` in `launch()`.
```

Claude Story Writer WebUI 包含兩個文件.

1.Claude Story Writer Webui.py

2.preset.json

確保它們都在同一個工作目錄.

名称	修改日期	类型	大小
Claude Story Writer Webui.py	2023/6/3 20:30	Python 源文件	11 KB
preset.json	2023/6/3 20:30	JSON 源文件	7 KB

當你執行了Claude Story Writer Webui.py

你會在終端看到這樣的畫面

Running on local URL: <http://127.0.0.1:7860>

To create a public link, set `share=True` in `launch()`.

```
问题 输出 调试控制台 终端
● PS C:\Users\deven> e:
PS E:\> cd "e:/Project/Claude/Claude Story Writer Webui/git"
PS E:\Project\Claude\Claude Story Writer Webui\git> & C:/Users/deven/
t/Claude Story Writer Webui.py"
Running on local URL: http://127.0.0.1:7860

To create a public link, set `share=True` in `launch()`.
```



Open <http://127.0.0.1:7860> in any browser, enter your desired story requirements in the '用戶輸入' field, wait for a while, and then AI will interact with you like a dungeon master. At the same time, a generated script will be saved in the working directory named 'abbreviated\_story.json'.



用任何瀏覽器打開<http://127.0.0.1:7860>，在“用戶輸入”欄位輸入你想要生成的故事要求，等待一段時間，然後ai就會像dm一樣和你開始互動，同時一個生成的劇本會保存在工作目錄中，名叫“abbreviated\_story.json”



模型選擇

claude-v1.3

互动的ai溫度

1

對話

我們將進行一個角色扮演遊戲，請輸入你對故事的要求。它可以包括世界觀，劇情髮展方向，NPC特點偏好，你扮演角色的人物設定.....

賽博朋克的世界觀，我想扮演一個有超能力的女高中生，

好的, 玩家你想扮演一個16歲的高中生艾米, 擁有電擊超能力。  
艾米, 你一直隱藏着自己的超能力, 過着與常人無異的生活。你極限運動的愛好讓你能宣洩一些情緒, 但你總覺得與同學有一定的距離, 不屬於他們的世界。  
一天放學後, 你如常前往公園練習板滑。在一個難度較大的動作中, 你失手摔倒在地, 手肘擦傷流血。就在此時, 一股強大的電流從你體內釋放出來, 像是有生命一般在空中亂竄, 給公園的燈泡和廣告牌帶去短路。  
你驚恐萬分, 這是你第一次無法控制自己的超能力。在驚慌失措的時候, 一個婦女出現在你面前, 她穿著黑色西裝, 一頭短金髮, 神色冷靜的說: "不要害怕, 我叫莉莎, 來自和平觀察員組織。我知道你擁有超能力, 讓我們幫助你。"  
這次意外讓你的人生產生了巨大的轉變。艾米, 你是否願意相信莉莎, 加入和平觀察員以控制和運用你的超能力? 還是想繼續隱藏真實的自己, 過着表面逍遙的生活? 你的選擇將影響未來的故事走向。請告知你的決定, 我們即將開始你的超能力者之旅!

用戶輸入

- 發送用戶輸入
- 全部清除
- 刪除最後一組對話
- 讀取劇本