



One day, Alan is walking through the village when he sees a group of people gathered around a fire. They are talking about a recent attack by a group of bandits. Alan listens in, and he learns that the bandits have been raiding the village for weeks. They have stolen food, supplies, and even some of the villagers' livestock.

Alan is angry that the bandits have been terrorizing the village. He decides to leave the village and track down the bandits. He is determined to bring them to justice and protect the people of the

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D&D StoryTelling Game

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D&D StoryTelling Game

- What is a D&D Type Storytelling Game?
 - Dungeons & Dragons (D&D) is a tabletop role-playing game that combines elements of traditional wargames with elements of interactive storytelling and imaginative roleplay.
 - The characters can be of different races (such as human, elf, dwarf, etc.), classes (such as wizard, warrior, rogue, etc.), and have unique abilities and backstories. The remaining participant becomes the Dungeon Master (DM), the game's primary storyteller and referee.

Problems

- The traditional format of Dungeons & Dragons-style games inherently necessitates the participation of multiple players.
- Central to this dynamic is the role of the Dungeon Master (DM), who serves not only as the narrator but also as the arbiter of the game's intricate mechanics. This role demands a comprehensive understanding of the game's rules, robust communication skills, and logical thinking abilities.
- An individual seeking a solo adventure may encounter difficulties, as the game was fundamentally designed to be a collaborative experience, woven together by the interactions and shared narrative among multiple participants.

Objectives

- Harness the capabilities of Vertex AI and PaLM 2 APIs to design an engaging, multiplayer D&D-inspired storytelling game that enables in-game user text inputs, allowing the story to adapt dynamically, while maintaining precise and consistent combat mechanics.
- Utilize advanced image generation models such as Imagen and Stable Diffusion to generate finely-detailed and dedicated visuals, bringing various game scenarios to life.
- Incorporate Google's Text-to-Speech SDKs to automatically narrate generated content, thereby enhancing the immersive experience of the game.
- Deliver a highly accessible and intuitive user interface, backed by a powerful and reliable Python software for seamless gameplay and user interaction.

Github Repository:

<https://github.com/ShaolunHuang/dnd-storytelling-game>

Demo Session

Results and Values

- AI can facilitate solo gameplay by acting as a Dungeon Master, allowing players to enjoy the game even when other human players aren't available.
- AI models can generate highly creative and dynamic content. They can take user text input and weave intricate narratives around it, creating a highly personalized experience for players.
- AI can manage the game's mechanics, including combat, with precision and consistency.
- AI can provide rich descriptions, manage complex NPCs, and simulate an entire fantasy world in real time, enhancing the immersion and realism of the game.

Thank you for listening!