

# Procedural plot generation for Role Playing Games using Large Language Models

*Thursday 18 April 2024 10:18 (12 minutes)*

Procedural plot generation is a topic widely researched in the context of video games. This paper discusses parts of the existing research using Role Playing Games as a target for plot generation. Analysis of table-, atom-, and Large Language Model-based approaches to plot generation for Role Playing Games indicates that more is needed. This paper proposes the solution to this problem using a Polish Role Playing Game named Wolsung as an example system not well known by the Large Language Model. Using tables, a skeleton is created and responsible for maintaining word information and keeping causality. The resulting skeleton is then transformed with the GPT model to convert the skeleton into an actual plot. Evaluation of results is performed based on language correctness and task completion. The solution provides a way of using the Large Language Model over a broad unknown domain without the need for additional training.

**Author:** SADOWSKI, Bartosz (Warsaw University of Technology)

**Co-author:** Dr HRYNIÓW, Krzysztof (Warsaw University of Technology)

**Presenter:** SADOWSKI, Bartosz (Warsaw University of Technology)

**Session Classification:** Session A (Presentation)