

Story Creation and Design Algorithm In Unity

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Abstract—In this study, we propose intelligent narrative story creation systems using artificial intelligence plan technology and the created story implemented using Unity game engine is expressed by an animation module in detail. The program object implemented is separated into generic object and action objects. When one action is done, other actions are carried out by automatically recognizing the end event. When different virtual modules conflict, the action objects interact effectively with each other. We generate the story using the action object and surrounding objects. Based on the needs of user, we make it possible to implement actions through reference.

Keyword—VR(Virtual Reality), Game, AI, Story telling



In 2017, WooHyun Park is a graduate student at Sungkyunkwan University in South Korea. His research interests lie in the intersection of artificial intelligence games using VR/AR and user interfaces.



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