# Intro

I’d like to point out that anything goes, this is just an experimental session of trial and error, and we will all learn from the process of trying. There is no right or wrong prompt, but obviously you should perfect your final prompt to suit the purpose as best as possible. Obviously, you can just copy-paste the text of my assignments into the AI, but let’s not do that as that will give you quite generic results. Let’s try to give your prompts some thought, have fun and experiment! 😊

# TASK 1: Videogame dialogue writing

**Use case:** You have in-game briefings, situations and various story excerpts from your game designers. Based on those, you are to come up with specific dialogue lines for in-game characters. They do not need to be perfect, but they should be as good as possible to be further iterated upon by humans. In the files “Brief 1-4.txt” (“video-game-dialogue1-4.txt” when downloaded), you are given specific context and requirements of what the dialogue should be like. Work with these files. **Try to come up with one general prompt that will nail as many requirements as possible. Then submit your best prompt as your contender, one per your group, along with the resulting text it produced (just one best example for quick evaluation, the one you consider the best).**

**It is important to note that you will probably have to iterate your initial prompt as you go, until you reach the best possible (final?) prompt that should work right from the get-go with as little additional iterating as possible (i.e. find your own personal “mother of all prompts” for dialogue writing by trial and error and iterating). The very first prompt rarely yields the best results, and should be iterated upon to arrive at a final form that consistently produces effective results on the first go after several adjustments.**

No examples, really, just follow instructions in “Videogame dialogue writing working file.txt” and come up with your best dialogues, incorporating as many requirements as possible.

# TASK 2 (bonus task): Videogame text source text rewriting (start with this one if you have time after completing the task 1)

**Use case:** Non-native English speakers (various game designers, scripters, etc.) create texts for various parts of the game. The quality of English may not be consistently high. We want to increase the quality of the text before it reaches the human copyeditor so that he/she has to do minimum number of changes. The goal is to fix any errors in the source text, but possibly to improve the style of the writing to fit the context and perhaps even make the text a bit richer if needed (don’t be afraid to make it slightly longer if it adds quality in your opinion). In a nutshell: to come up with a text which is next level and higher quality, compared to the original. The goal is to have a prompt as general as possible which will be easily reusable for more purposes, to speed up AI-assisted proofreading/copy-editing.

Use the “Videogame source text rewriting working file.txt” to develop and test a prompt which works best for all of those examples, or at least for the majority of them. Work with this file. **Try to come up with one general prompt, then submit this best prompt as your contender per group, along with the resulting text it produced (just one best example for quick evaluation, the one you consider the best).**

**It is important to note that you will probably have to iterate your initial prompt as you go, until you reach the best possible (final?) prompt that should work right from the get-go with as little additional iterating as possible (i.e. find your own personal “mother of all prompts” for source text rewriting by trial and error and iterating). The very first prompt rarely yields the best results, and should be iterated upon to arrive at a final form that consistently produces effective results on the first go after several adjustments.**

## Example 1

**Before (original copy):** *Thick blue cloured sweater made out of wool with long sleeves, can be washed in washing machine. This piece of clothing is very warm, but also very prone to get wet from humdity.*

**After (improved by a human editor):** Thick wool sweater in a bold blue color with long sleeves. It can be machine washed for easy care. While this garment provides ample warmth, it can be prone to absorbing moisture in humid conditions. Survivors generally prefer earth tones for this garment to avoid easy detection.

## Example 2

**Before (original copy):** *Not everything is permissible in armed conflict. Damaging friendlies is forbidden and you will be punished if you insist to doing it.*

*Even if the IHL accepts the principle of proportionality, your recent actions has not been acceptable and repeated offenses will result in kick or ban.*

**After (improved by a human editor):** Friendly fire relates to any accidental attack on friendly troops. It may occur as the result of a misidentification, or a miscalculation when coordinating fire support, or by getting caught in a cross-fire. In short, mistakes can – and often do – happen in the field.

Frequent incidents of friendly fire, however, are a cause for concern – and intentionally attacking your fellow soldiers is something else entirely. Consequently, repeated cases of fratricide will be considered deliberate, and will result in a kick from a session or a temporary ban.

## Example 3

**Before (original copy):** *A global bleeding speed multiplier for all entiy with blood. The higher the value the faster entities bleed to death if bleeding.*

**After (improved by a human editor):** A global bleeding rate multiplier for all entities capable of losing blood. The higher the value, the faster entities will bleed to death when suffering blood loss.