

Side Quest Generation using Interactive Storytelling for Open World Role Playing Games

**Master of Science in Computer Science
(Interactive Entertainment Technology)**

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This dissertation aims to explore the use of interactive storytelling techniques in the procedural generation of side quests for open world role playing games.

Side quests can play a vital role in providing players with a non-linear feeling during open world games. They do this while also providing goals, tasks, and rewards to keep players invested in the game. However, the prohibitive cost of designing and implementing a sufficient number of side quests to populate a large open world game often requires that the majority of such quests be overly simple and cheap to produce (such as the ever unpopular “fetch quests”).

Interactive storytelling has been used to control the pacing and difficulty of commercial games, however its full narrative potential has so far mostly been confined to academic and text-based games.

This dissertation presents a model that integrates interactive storytelling with procedural quest generation, allowing for the generation of engaging quests that have relevance to both the state of the game world, and the overall narrative.

The implementation of this model shows definite potential for the use of interactive storytelling in the procedural generation of quests for games in the future, in order to create more enjoyable, believable, and interactive experiences for players.