

# Oracle: A Structured Method of Story Generation Using Hierarchical Prompting and CAST

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## ABSTRACT

Large Language Models (LLM) have showed great abilities to write fluent texts. However, it is hard to get long, coherent, detailed stories with authorial control by directly asking language models to write a story. To address this limitation, we propose the system called Oracle which hierarchically generates structural context as guidance before asking language models to write the whole story. To achieve this, we build a structured hierarchical chain of prompts to make language models generate character descriptions, story narrative outline and beats, location descriptions and final elaborated stories. We also show the possibility to make language models to use symbolic-AI toolkit via few-shot learning, which can provide additional reasoning abilities. In this work, we integrated the usage of Cast Affinity Satisfiability Toolkit (CAST)[3] into our automated pipeline to provide additional affinity relations for GPT-4[5] to generate more logical and cohesive character descriptions. Experiments show that our system can generate longer coherent stories with more details than open-ended prompting, and we can also get more descriptions regarding social connections between characters in character descriptions with the integration of CAST. Additionally, we open-source our work at: [https://github.com/tyfeng/GPT\\_Storyteller](https://github.com/tyfeng/GPT_Storyteller) and host a demo app at: <http://gpt-story.com>.

## KEYWORDS

Natural Language Processing, Computational Storytelling, Interactive Narrative

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## 1 INTRODUCTION

Large Language Models (LLM) are remarkable for generating fluent texts. The most powerful language models like GPT-4[5] nowadays is even capable of writing fully functional computer programs and passing the bar exam. However, LLMs are not good narrative writers, especially when writing long-form narratives. Every time it is requested to write a story, it tends to achieve a fixed ending with little room for authorial control. It often fails to describe details of characters, locations or mental activities. Simply put, it does not know what to do next to write a story that is too long to be told in one sitting, because it tries to generate everything token by token. However, human writers usually do high-level design such as narrative structures first, for example, Gustav Freytag's Pyramid or Hero's Journey(see Figure 1). Such structures can help readers understand what is happening and to keep them engaged. In addition, it fails to characterize characters. They are typically static, with little or inconsistent interactions between them. Such pitfalls would be unbecoming to any, even amateur writers.

Statistical models like LLMs are also known for lacking specific reasoning abilities like many symbolic systems do, which makes the model even more difficult to create a story world full of social connections. On the other hand, CAST [3], The Cast Affinity Satisfiability Toolkit, developed by Jurado, Gillam, and McCoy, is a symbolic-AI toolkit with strong reasoning ability which seeks to automate relationship generation for Non-Player Characters in story worlds, with the intent being to provide the story writer much useful information such as the affinity relations between characters without requiring too much additional effort at the early characters design phase. It achieves this by using manually created rules for the number of characters, their interests and facets levels, and attribute affinity rules using clingo, and then generate pair interest similarity, pair facet similarity and pair affinity relations based on these rules. Typically, thinking of the relations of these characters will be time-consuming, but CAST will do the work of reasoning and create these pairwise relations among all the characters.

Our work is to make LLMs such as GPT-4 to generate long-form detailed coherent stories with the guidance of CAST and a hierarchical chain of prompts[10] for the models to transparently generate intermediate elements such as characters, locations and story beats. Additionally,

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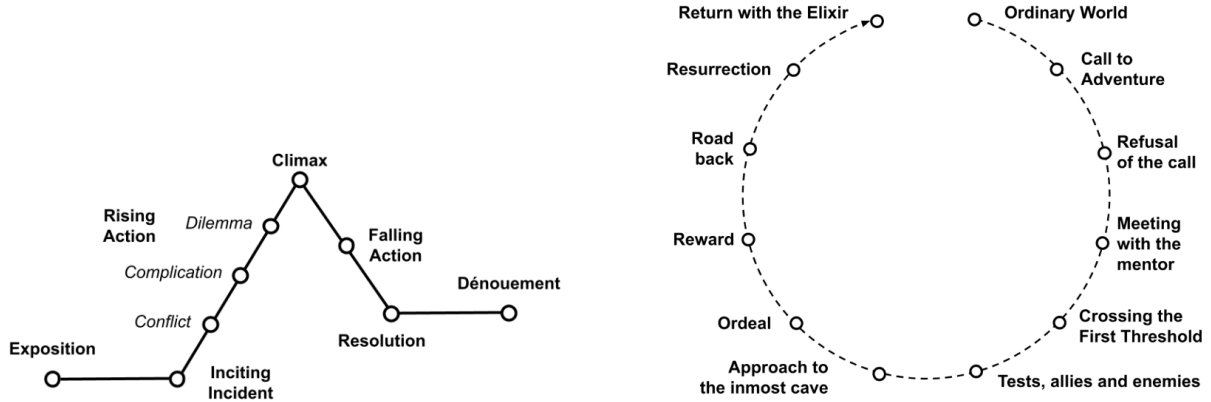


Figure 1: Example Narrative Structures: Gustav Freytag’s Pyramid(left, the one we use in this study) and Hero’s Journey(right)

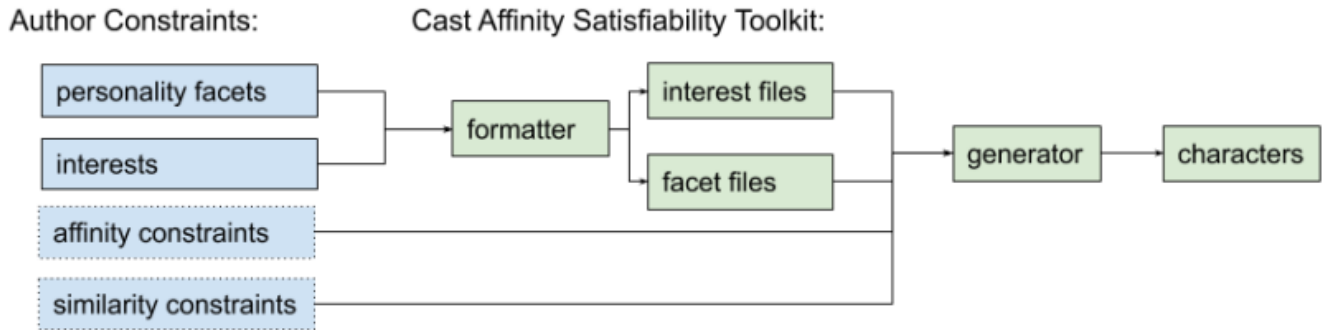


Figure 2: Diagram of the CAST system. CAST takes user defined facets, interests, affinity and similarity rules as input, and generate a set of pair affinity, pair interests, pair facets relations as output.

we provide a much more user-friendly way to use CAST, where we make use of the few-shot learning ability of GPT-4 and guide it to generate input files for CAST, and then we provide a graphical editor interface for users to further edit the generated files. We are trying to bride CAST together with our story generation pipeline by using a template-based approach to translate the output relations of CAST into natural language and then fed back to language model. As a result, we generated more in depth descriptions regarding character relationships in character generation phase with the help of CAST, and our story generation system, Oracle, is able to generate long detailed coherent story based on user defined story background with transparent character generation, story outline and story beats design.

In summary, this paper makes the following contributions:

- We propose a story generation system based on GPT-4 that can write long-form detailed coherent story.
- We bring narrative structure to LLM-based story generation systems.
- We propose a flexible structured hierarchical architecture for LLM-based story generation system where each intermediate steps are transparent and can be replace by co-authorial editing or other favorable tools.
- We provide a user-friendly way to use CAST where user can let GPT-4 write the clingo rules for them and edit them later in a graphical editor interface.
- We bridge symbolic-AI tools with LLMs by showing a way to combine the text generation capabilities of GPT-4 with the logical reasoning abilities of CAST, and we built an automatic end-to-end pipeline for story writing

## 2 RELATED WORK

### 2.1 CAST: Cast Affinity Satisfiability Toolkit

CAST’s functionality is well documented in the original paper, [3], but we will briefly introduce it here, and then extend on our modifications to the CAST program.

A CAST input consists of 4 main files: interests.txt, facets.txt, instance.lp, and affinity\_rules.lp. Interests and facets are great to get start with; they are interests that characters have, or facets that they possess.

The other two files defines the rules for CAST. Instance.lp holds a declaration of every character, including nameless auto-generated characters. Each manually created character should have interests and facets associated with them, either defined manually, or automatically through Oracle. In addition, characters may be defined to share facet similarities with other characters. Finally, "match\_n\_attribute\_level" may be used to force a certain number of characters to hold certain interests or facets, so that they may later be used for valid groupings of affinity rules should the user not want to manually define everyone.

The final file, affinity rules, is used to truly group characters together. So long as a valid number of characters exist per affinity rule, CAST will raise or lower these characters' affinity with each other according to the rules established. The example in the CAST paper has to deal with kidnapping princesses, where 4 characters are defined to dislike it, and 4 are defined to like it, with Mario always disliking it, and Bowser always liking it. Thus, the 3 other characters who randomly associate positively with kidnapping princesses tend to gravitate towards Bowser, while the others may gravitate towards Mario.

In the case of Oracle, all 4 files are generated by GPT-4 based on characters and story background and the user can further modify them in a graphical user interface.

After running CAST formatter, these input files are processed, and a new set of files are generated, including one for each interest and facet, an affinity.lp file for general affinity, and 2 similarity files. Running this with clingo then produces a answer set that passes each rule, which can then be observed through a python network file for a visual chart. For Oracle, we integrated CAST by automating the formatter and clingo command in our pipeline, and we transformed CAST output answer set into natural language, and then we passed it into GPT-4 to update character descriptions.

## 2.2 Large Language Models

Large language models(LLM) are statistical models that predict the probability of next text tokens given a context of previous tokens. With the transformers[8] architecture becomes popular, LLMs are trained on large corpora of texts to approximate the conditional probability distribution. There are some famous LLMs include BERT[2], GPT[6], GPT-2[7], and GPT-3[1] in the last few years. The usage is to input a text prompt and LLMs will generate new text as the continuation of the prompt. Text generation is probabilistic and involves random sampling from the conditional probabilities, therefore, it is difficult to strictly constrain the output from LLMs.

In this work, we employed the most powerful GPT model so far - GPT-4[5] from OpenAI. Alternative LLMs could also be employed, however, they may not understand the instruction prompts as good as GPT-4.

## 2.3 Prompt Chaining and Chain of Thought

Chain of Thought(CoT)[9] is a prompting technique research proposed by Google. It shows that prompting the LLMs to generate a series of intermediate steps that lead to the final answer of a multi-step problem can improve the reasoning ability. It intuitively makes sense since humans think about the intermediate steps when solving complex problems.

Writing long-form stories is one of such problems, where human writers usually do not write stories sentence by sentence. For example, we will think about characters, their relations, their roles in the story world, and design narrative structures before starting to write.

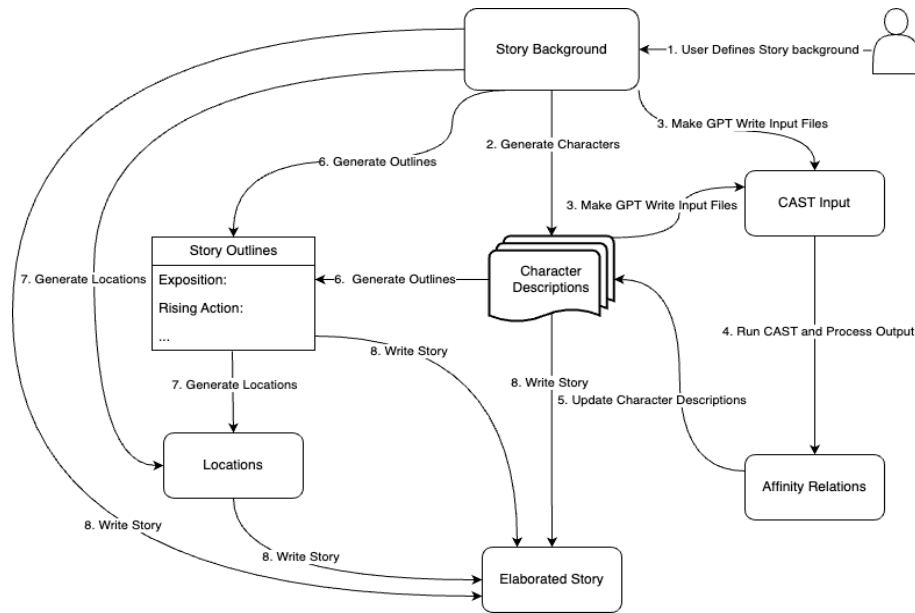
Similarly, prompt chaining[10] explicitly define multiple steps, where the output of one step becomes the input for the next. This can not only improves the quality of tasks outcomes, but also provides the LLM systems with transparency, controllability, and sense of collaboration. Utilizing prompt chaining is beneficial for story generation for it will make LLMs think about high-level designs, we can also let users to edit the intermediate results to provide interactivity and sense of human-AI collaboration.

## 2.4 Hierarchical Story Generation

Hierarchical story generation was first proposed for symbolic AI. Typically, these work[11] focus on plot planning and then do coarse-to-fine generation to generate story text. The weakness of many symbolic methods is that they cannot generate final story text as natural as language models.

Dramatron[4] from Deepmind, however, inherit the idea of considering characters and plot design before generate the whole story, and then combined with the idea of prompt chaining, successfully to use chain of prompts to generate characters, plot outline, locations descriptions and finally dialogues for theatrical plays. There are 3 hierarchical layers of abstraction in Dramatron, the highest layer is the log line that summarized the complete story, the middle layer includes character descriptions, plot outline, and location descriptions, and the bottom layer is the actual character dialogue.

As for our work, we referenced the hierarchical design from Dramatron, we have the highest layer as the story background defined by users. The second layer is characters, where we also combined the capability of CAST to provide affinity information for language models. Then the third layer contains plot outline and location descriptions same as Dramatron. And finally we have the bottom layer to write one paragraph of elaborated story.



**Figure 3: Oracle’s Architecture Design.** Oracle starts from taking in user’s input as the story background to generate a list of characters. Next, GPT-4 writes CAST input files based on background and generated characters. The generated affinity relations will be used to update the characters descriptions. Story outline and beats are subsequently generated. Then Oracle will generate descriptions for each location in the outline. Finally, all these guidance are combined to generate elaborated story paragraphs.

### 3 A STRUCTURED METHOD OF STORY GENERATION FOR LANGUAGE MODELS

#### 3.1 Guiding GPT-4 to use CAST

*3.1.1 CAST output to Natural Language.* Oracle translates output of CAST to natural language texts for further integration with language models with a relatively simple script. First, it scans the output file, and then reads every instance of pair\_affinity. The script will generate relation texts based on templates such as "<Character\_1> has <affinity\_level> affinity with <Character\_2>". It fills the "<affinity\_level>" based on the defined threshold. Typically, we use "very low" or "very high" if 2 characters have an extreme affinity for -5 or 5 respectively, "low" for affinity below 0, and "high" for affinity above 0. While unused in the pipeline, it also supports this functionality for similar interests, facets, and general similarity too.

#### 3.2 Architecture and Pipeline

As illustrated on Figure 3, the pipeline starts with a user-defined story background, Oracle generates a list of drafted character descriptions based on the background. Next, as stated in section 3.1, we will let GPT-4 to write CAST input files, run CAST, and translate the output affinity rules back to natural language, and then, we then let GPT-4 update the character descriptions. Subsequently, we use background and character descriptions as a prompt to make GPT-4 generate story outline with story beats following a certain narrative structures, then descriptions for locations appeared in the outline, and finally, for each story beat in the outline, Oracle generates one paragraph of elaborated story satisfying previous paragraphs and all provided information.

All of the generation steps are made possible through some prompts engineering which we will discuss them in the following section. In addition, while we made the complete pipeline automatic, it is flexible enough to change any of the intermediate steps into co-writing with humans or any state-of-the-art approach for certain tasks of that step. For example, we made an editor interface to allow users to edit the CAST input files generated by GPT-4.

#### 3.3 Prompts Design

Prompt engineering is the main way to interact and use GPT to achieve well-defined goals. Careful prompt design therefore is crucial to our project.

*3.3.1 CAST Input Files Generation.* To make GPT-4 generate CAST input files based on user-provided story background and initial GPT-generated character descriptions, we used GPT-4’s few-shot learning capabilities to learn from the CAST input guide from CAST’s git repository. Instead of making GPT generate all four input files at once, which was challenging for it to do, we asked GPT to generate the files

sequentially, with output from previous steps added to each following step in the generation. First, we make it generate interests.txt with this prompt:

Based on the plot summary and character description, write interests.txt with at most 3 interests that are common among the characters. Do not include the filename.

Then we prompt GPT to generate facets.txt with

Do the same thing for facets.txt.

Then we used the following prompt to generate instance.lp:

Generate the instance.lp file by writing character() and level() rules for each interest and facet for each character.

Finally, we used the following prompt to generate the affinity-rules.lp file:

Generate affinity rules for each interest/facet with high-high, low-low, low-high, and high-low levels.

The GPT generated CAST input files generally made sense and are logical. For example, for the interest "crime\_underworld", GPT generated the following attribute affinity rules:

```
attribute_affinity(crime_underworld, high, crime_underworld, high, 4).
attribute_affinity(crime_underworld, low, crime_underworld, low, 4).
attribute_affinity(crime_underworld, low, crime_underworld, high, -3).
attribute_affinity(crime_underworld, high, crime_underworld, low, -3).
```

These rules indicate that two characters have high affinity when their levels of interest in crime\_underworld are similar, and the affinity is negative when their levels of interest differ.

**3.3.2 Story Generation.** Regarding the chain of prompts for hierarchical story generation, we are considering: 1) character generation prompt without CAST output, 2) character generation prompt with CAST output, 3) story outline generation prompt, 4) location generation prompt, 5) elaborated story paragraph generation prompt. Each prompt, either using zero-shot or few-shot, can be found in our GitHub Repo.

There are two different prompt, zero-shot and few-shot. Few-shot means the language model will have examples in the prompt to imitate, for example, Dramatron[4] uses Ancient Greek tragedy Medea and Star Wars manual crafted examples based on the actual play script as the few-shot prompt. Alternatively, stronger language models such as GPT-3, chatGPT, or GPT-4 has the ability to do zero-shot learning, which means we only include instructions in the prompt, for example, to let the GPT-4 generate characters based on background and affinity description from CAST, we can write a prompt like this:

Based on the following Background, generate a list of characters with descriptions about their roles in the story. Consider what they might do and the goals they might have based on the Character relations. Each character has its name wrapped in <character>[name]</character>, and its description in <description>[character description]</description>:  
Background: {put our story background here}  
Character Relations: {put CAST output relation description here}

We found that GPT-4 has very strong zero-shot capability that can understand the instruction well and generate output as good as few-shot prompts, however, for chatGPT or GPT-3, few-shot prompt with a proper examples make things easier. We experimented both few-shot and zero-shot, the prompt for few-shot with Ancient Greek tragedy Medea examples are referenced from Dramatron.

The **character generation prompt** is used to generate character names and descriptions about their profile and possible roles in the story, given certain information, for example, story background or both background and CAST relations description. The **story outline prompt** is used to plan a series story beats based on story background and character descriptions following certain narrative structures(in this study, we use Gustav's pyramid, see Figure 1). The **location generation prompt** is used to generate a detailed scenic description from a place name appeared in story outline and the story background. Finally, the **elaborated story paragraph generation prompt** is to turn each story beat in the outline into an elaborated story paragraph provided with information of story written so far, background, character descriptions, location descriptions, the target beat.

### 3.4 Demo Implementation Details

The web app of Oracle is implemented using Python and the Flask web framework. Jinja template engine and JavaScript are used for the frontend. We hosted it on Google Cloud and used Firestore database to store each user's story information and generated stories. We used a UUID based user identification by creating a UUID for each distinct browser session and adding the UUID in user's browser cookie. Unless the cookie is cleared or the user clicks "Re-spin", the app would have persistent memory of the same story for the user.

The web app works as follows:

First, the user is prompted to enter a short background of a story. Then, we generate the initial character descriptions based on the story background to introduce various characters. Based on the initial character descriptions and story background, we then generate the CAST input files. The user can then view and edit the CAST rules in our CAST editor (Figure 4) before they are used for story generation. Finally, we run our hierarchical prompting pipeline that also incorporates the CAST output affinity rules and generate the updated character descriptions with CAST affinity rules, place description, story beat, and then the elaborated story.

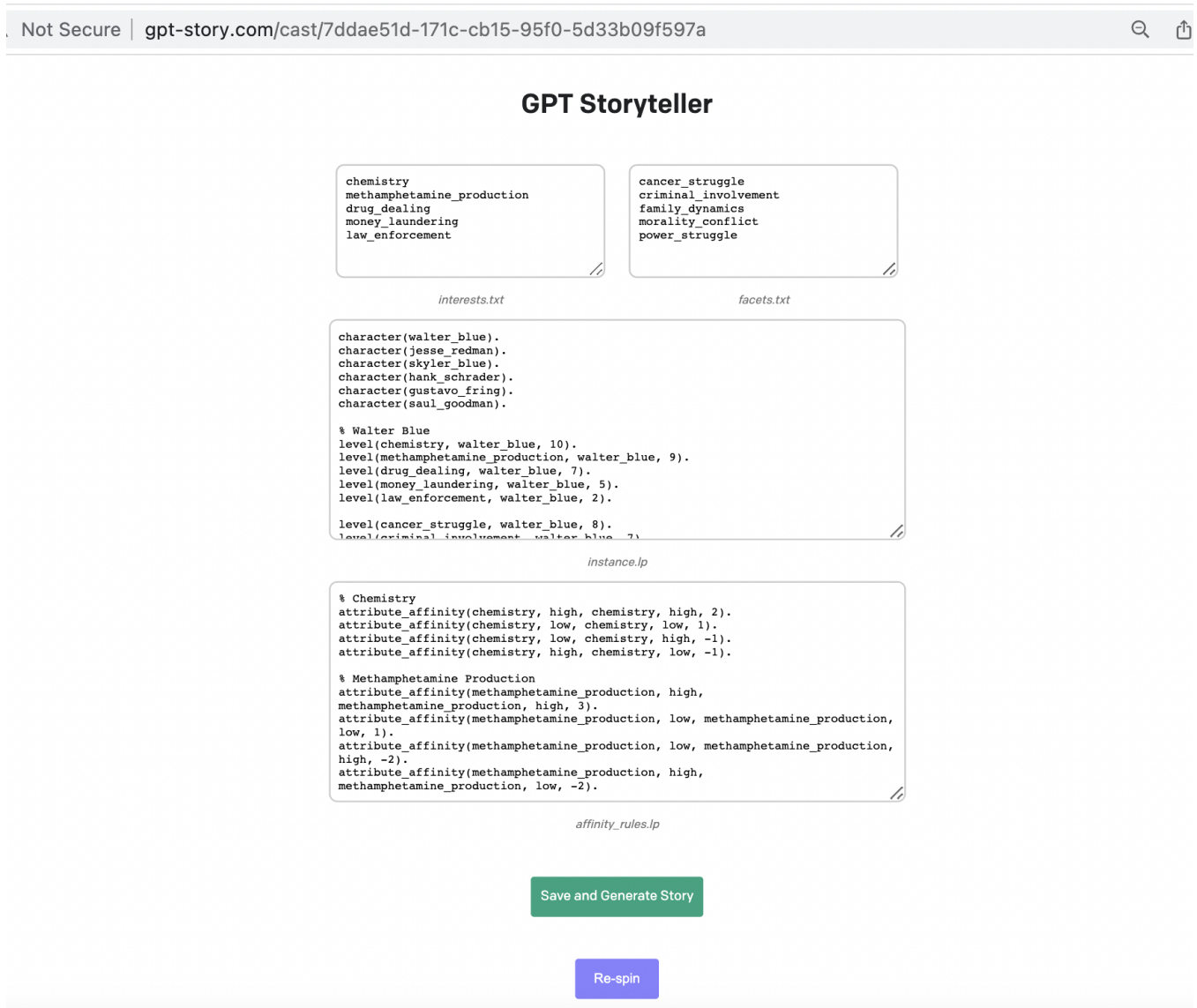


Figure 4: Our CAST editor UI where users can easily view and edit GPT-4 generated CAST input files. The example’s url is <http://gpt-story.com/cast/7ddae51d-171c-cb15-95f0-5d33b09f597a>

## 4 EVALUATION

To evaluate our system, we first compare the generated story with results from open-ended prompting. Open-ended prompting means that we would give GPT one part of a story and make it generate the rest of the story, token by token. It is the most naive approach in using GPT for story generation. We found it difficult for a human author to control the narrative structure, plot, and story ending through open-ended prompting. In our experiments, open-ended prompting almost always results in stories with happy but unsatisfying endings where conflicts between characters are resolved amicably (see Figure 5). These happy endings all follow the trope of "they live happily ever after", which is too idealistic and generic. We wanted stories to have various types of endings based on the narrative needs, and to achieve that GPT would need to be guided by the story outline and character descriptions. In addition, open-ended prompting generated stories that may not follow a narrative arc, or there is too little dramatic tension that would make the story interesting. Our approach, on the other hand, ensures the generated stories follow a narrative arc by generating a story outline in the intermediary steps. An example story can be found in the appendix.

Then we compared the generated character descriptions with CAST and without CAST. We found that by incorporating CAST results into character description generation, we would get character descriptions that explain the relations between characters more. The affinity

USER:

Jesse wants to kill Walter for what he did before.

2023-03-14 08:21:34.362060+00:00

AI:

Walter and Jesse become the most powerful drug lords in the area, but Jesse's resentment towards Walter grows. Jesse begins making subtle threats and trying to sabotage Walter whenever he can. Despite this, Walter knows that he needs Jesse in order to keep their empire afloat. He decides to confront Jesse and try to make amends for his previous actions. Walter and Jesse have a heart-to-heart conversation, where Walter apologizes and begs for Jesse's forgiveness. After some time, Jesse begins to understand where Walter is coming from and eventually forgives him. Relieved, Walter and Jesse put aside their differences and renew their commitment to the empire. Together they form an unbreakable bond and continue to expand their criminal empire.

2023-03-14 08:21:39.958008+00:00

**Figure 5: Example result from open-ended prompting. Conflicts between characters are amicably resolved. It produced little dramatic tension which leads to uninteresting stories.**

and similarity relations from CAST informs GPT how the characters are related to each other, rather than a discrete set of characters. This is especially more prominent when many characters are introduced. In the following example, we could compare the character descriptions generated for a fictional character Jesse Redman:

Without CAST:

Jesse Redman is a former student of Walter's and becomes his partner in crime. A small-time drug dealer and user, Jesse brings street smarts and connections to the partnership while also serving as a moral foil to Walter. Together, they navigate the dangers of the criminal underworld and the repercussions of their actions.

With CAST:

Jesse Redman is a former student of Walter Blue, who becomes his partner in crime. Together, they produce and distribute methamphetamine. Jesse has similar interests and a high affinity with Walter, but also maintains connections with other characters in the criminal underworld, such as Gustavo Fring and Saul Goodman.

By using CAST, GPT was able to find connections between one character and many other characters, such as the relations between Jesse Redman and Gustavo Fring or Saul Goodman. We argue that by combining the relations generated by CAST, the story would be more cohesive and logical since the relations informs GPT how the characters all fit together in a story.

## 5 FUTURE WORK

Oracle can utilize CAST via few-shot learning, and can generate good coherent detailed long stories. However, there are some clear limitations that can be further improved:

- (1) High generation costs and low generation speed: This is a trade off, GPT-4 is expensive and slow, however, it does have the best capability of zero-shot or few-shot learning ability.
- (2) Not enough interactivity: Although the architecture is flexible where we can make any of the steps to be co-authorial, it is difficult to make the story itself to be an interactive story that has multiple storylines since the plot outline and story beats are generated at a higher layer of abstraction.
- (3) Hard to evaluate: it is really hard to define what is a good story, instead of manual case studies, it could be better if we can conduct a survey with some sample stories.
- (4) More key elements need to be considered: Oracle considers characters, narrative structures, locations in a story, but there are so much more, for example, key objects such as Frost Mourn in WarCraft, or characters' motivations. These elements can also be added into the hierarchical pipeline.
- (5) The relations between characters are oversimplified: We found it is difficult to make use of affinity relations for complex stories. Relations can change over time, for example, Arthus used to be a good prince in a human kingdom, but overtime he becomes a

completely different character as the Lich King for the undead, the relations are completely changed. Also, relations are not only defined by affinity or similarity. Apart from that, levels of interests and facets may signal similarities and affinities between characters, however, characters may have similar interests and facets for different reasons and motivations. CAST does not consider these narrative nuances.

## 6 CONCLUSION

This paper proposes a flexible structured hierarchical architecture to make large language models generate long-form coherent stories and shows how we bridged symbolic-AI tools and language models together into the automated generation pipeline. We divide the task of long-form story generation into multiple steps including characters generation, outline generation, location generation and instruct the language model to accomplish them step by step. We also utilize the few-shot learning ability of GPT-4 to generate input clingo files required by CAST toolkit and provide a web application interface for humans to modify them. Our system Oracle can generate longer coherent stories with more details than simple prompting, and can generate more relation descriptions when generating characters by integrating CAST into the system.

## ACKNOWLEDGMENTS

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## A EXAMPLE STORY GENERATED BY ORACLE: "BREAKING BAD"

In the following example story generated by our system, we include all the outputs from intermediary steps as well as the story. This story can also be found on our web app at <http://gpt-story.com/messages/7ddae51d-171c-cb15-95f0-5d33b09f597a>.

### Story Background

Mild-mannered high school chemistry teacher Walter White thinks his life can't get much worse.

### Character Descriptions

A once mild-mannered high school chemistry teacher, his life takes a dark turn as he gets involved in the criminal underworld. He forms a strong partnership with Jesse Redman, but his relationships with his wife, Skyler Blue, and brother-in-law, Hank Schrader, suffer greatly. As he becomes more immersed in the dangerous world, he comes into conflict with Gustavo Fring and Saul Goodman, both of whom have their own agendas. A former student of Walter Blue, he becomes Walter's partner in crime. He forms strong bonds with Gustavo Fring and Saul Goodman, who help him navigate the criminal underworld, but his relationship with Skyler Blue remains tense. His loyalty to Walter is tested as he is drawn deeper into the dangerous world they've entered. Walter Blue's wife, her relationship with her husband deteriorates as she learns about his criminal activities. She finds solace in her close relationship with her brother, Hank Schrader, and becomes increasingly estranged from both Walter and Jesse. She deeply disapproves of Gustavo Fring and his involvement in their lives. A law enforcement officer and Skyler's brother, he is determined to bring down the criminal empire that Walter and Jesse are building. He has a strong relationship with his sister and is deeply suspicious of both Gustavo Fring and Saul Goodman. While he once had a good relationship with Walter, it deteriorates as he learns about his brother-in-law's illegal activities. A powerful figure in the criminal underworld, he becomes a mentor of sorts to Jesse Redman and forms an uneasy alliance with Walter Blue. He has a tense relationship with Skyler Blue and a contentious one with Hank Schrader. He also has a strong business partnership with Saul Goodman, using his legal expertise to further their criminal endeavors. A morally ambiguous lawyer, he forms strong bonds with Jesse Redman, Gustavo Fring, and Hank Schrader, aiding them in their



criminal activities. However, his relationship with Walter Blue is more strained, as they often clash over their respective goals and methods. Despite his dubious ethics, he remains an influential and cunning player in the criminal underworld.

#### **Beat - Exposition**

Walter White struggles with his mundane life as a high school chemistry teacher, feeling unfulfilled and trapped in his situation.

#### **Place: High School**

The high school is bustling with students rushing to their classes. Brightly colored lockers line the hallways, and posters advertising sports teams and upcoming events decorate the walls. The sound of chatter and laughter fills the air, creating a lively atmosphere.

#### **Story - Exposition**

Walter White's mundane life as a high school chemistry teacher weighs heavily on him, leaving him feeling unfulfilled and trapped in his situation. He longs for something more, something exciting and meaningful to give him a sense of purpose. As he walks through the bustling halls of the school, he can't help but feel a sense of ennui wash over him. He watches the students rushing to their classes with envy, imagining a life where he could be free to pursue his passions and dreams. Despite his efforts to keep his mind occupied with his work, his thoughts keep drifting to the dangerous criminal underworld he's become involved in. He wonders if this is the life he truly wants, or if he's made a terrible mistake that will cost him everything. Walter's inner turmoil continues to grow as he struggles to reconcile his old life with his new one, wondering which path he should choose.

#### **Beat - Inciting Incident**

After discovering he has terminal cancer, Walter realizes he needs to provide for his family financially and decides to use his chemistry expertise to cook methamphetamine.

#### **Place: Walt's House**

Walt's house is a modest, suburban home with a neatly manicured lawn and a white picket fence. Inside, the furniture is outdated and worn, with tattered curtains and faded wallpaper. The air is thick with the smell of chemicals from Walt's makeshift chemistry lab in the basement.

#### **Story - Inciting Incident**

Walter White's life takes a sudden turn as he discovers he has terminal cancer. The reality of his looming mortality hits him hard, and he realizes that his mundane life as a high school chemistry teacher has left him and his family financially vulnerable. Walter is determined to provide for his family and ensure their financial security after he's gone. With his chemical expertise, Walter decides to use his skills to cook methamphetamine, a dangerous and highly profitable drug. Despite the risks involved, Walter sees this as his only option to leave a legacy for his family. As he plunges deeper into the criminal underworld, his relationships with his wife, Skyler, and brother-in-law, Hank, become more strained. The stakes are high, but Walter is willing to do whatever it takes to secure his family's future.

#### **Beat - Conflict**

Walter approaches his former student, Jesse Redman, to become his partner in the drug business. Their partnership is solidified, but it strains Walter's relationship with his family, especially his wife, Skyler.

#### **Place: Jesse's House**

Jesse's house is cluttered with empty beer cans and drug paraphernalia scattered around. The walls are adorned with graffiti and posters of scantily-clad women. The stench of cigarette smoke and stale pizza lingers in the air, and the furniture is worn and stained.

#### **Story - Conflict**

Walter's desperation to provide for his family leads him down a dangerous path, and he turns to his former student, Jesse Redman, to become his partner in the drug business. Jesse is initially hesitant but is ultimately drawn in by the prospect of making big money quickly. The two men form a strong bond as they navigate the criminal underworld, but Walter's involvement in the drug empire strains his relationship with his family, especially his wife, Skyler. She becomes increasingly suspicious of his behavior and the source of their newfound wealth. Walter tries to justify his actions, but Skyler's disapproval only causes their relationship to deteriorate further. Meanwhile, Hank Schrader, Skyler's brother and a law enforcement officer, becomes increasingly suspicious of Walter's involvement in the criminal underworld. As tensions rise, Walter must decide how far he's willing to go to secure his family's future and if his actions are worth the risk of losing everything he holds dear.

#### **Beat - Rising Action**

Walter and Jesse's operation grows, catching the attention of powerful players in the criminal underworld, such as Gustavo Fring and Saul Goodman. Walter's brother-in-law, Hank Schrader, becomes increasingly suspicious of Walter's activities.

#### **Place: Desert Meth Lab**

The desert meth lab is a makeshift setup in the middle of nowhere, surrounded by sand and rocks. The air is hot and dry, filled with the smell of chemicals and smoke. The lab is cluttered with beakers, tubes, and other equipment, and the walls are stained with chemicals and residue. It's a dangerous environment, with the potential for explosions and other accidents at any moment.

#### **Story - Rising Action**

As Walter and Jesse's meth operation continues to grow, they catch the attention of powerful players in the criminal underworld, such as Gustavo Fring and Saul Goodman. Despite the risks involved, Walter sees this as an opportunity to expand their operation and secure his family's financial future. However, as the stakes get higher and the risks become greater, Walter's brother-in-law, Hank Schrader, becomes increasingly suspicious of his activities. Hank is a law enforcement officer and is determined to bring down the criminal empire that Walter and Jesse are building. He starts to investigate their operation and slowly begins to piece together the puzzle of their illegal activities. Meanwhile, Walter's relationship with Skyler becomes even more strained as she learns more about his involvement in the criminal

underworld. She becomes increasingly concerned for their family's safety and starts to distance herself from Walter. As tensions rise and the threat of exposure looms, Walter must decide whether to continue down the dangerous path he's chosen or to find a way out before it's too late.

#### **Beat - Dilemma**

Walter must decide whether to form an alliance with Gustavo Fring, a dangerous and powerful drug lord, to ensure the success of his operation, or to maintain his independence and risk losing everything he's built.

#### **Place: Los Pollos Hermanos**

Los Pollos Hermanos is a fast-food restaurant with bright yellow and red decor. The aroma of grilled chicken and spices wafts through the air. Customers sit at small tables, enjoying their meals while watching the flat-screen TVs displaying the latest news and sports updates. The friendly staff greets each customer with a smile and a warm welcome.

#### **Story - Dilemma**

Walter White is faced with a difficult dilemma as he weighs the pros and cons of forming an alliance with Gustavo Fring. On one hand, Gustavo's formidable connections and resources could help Walter and Jesse expand their operation and secure their financial future. On the other hand, Gustavo's involvement could put them at greater risk of exposure and danger. Walter knows that he can't continue down this path alone, but he's also wary of trusting anyone too much. With Hank Schrader hot on their trail and Skyler becoming increasingly suspicious, Walter feels the pressure mounting. He must decide whether the potential benefits of working with Gustavo outweigh the risks or if he should maintain his independence and try to stay under the radar. The stakes are higher than ever, and Walter's decision could mean the difference between success and ruin.

#### **Beat - Climax**

Walter's alliance with Gustavo Fring becomes untenable, and a deadly confrontation ensues. Walter manages to defeat Fring but must deal with the consequences of his actions and the collateral damage they've caused.

#### **Place: Underground Meth Lab**

The underground meth lab is a dimly lit, cramped space. The air is thick with the acrid smell of chemicals and smoke. Beakers and test tubes clutter the limited counter space, while metal drums and hazardous waste containers line the walls. The only light comes from the flickering of Bunsen burners and the glow of Walter's laptop as he meticulously measures out ingredients.

#### **Story - Climax**

Walter White's decision to form an alliance with Gustavo Fring proves to be a fatal mistake as their partnership becomes increasingly strained. As Gustavo's involvement in their drug operation grows, Walter realizes that he's put himself and his family in great danger. When he learns that Gustavo is plotting to kill him and Jesse, Walter takes action to defend himself. A tense and deadly confrontation ensues, with Walter managing to defeat Gustavo but at great cost. As he surveys the aftermath of the battle, Walter feels a sense of regret and guilt for the collateral damage he's caused. His relationship with Jesse is also strained as the two men struggle to cope with the fallout of their actions. Walter must now deal with the consequences of his decision to enter the criminal underworld and the toll it's taken on his life and the lives of those around him.

#### **Beat - Falling Action**

Walter attempts to rebuild his life, but his relationships with his family and friends are irreparably damaged. Jesse struggles with the weight of their actions and their impact on those around them.

#### **Place: Car Wash**

The car wash is a bustling, noisy place with cars lined up to be washed and vacuumed. The smell of soap and exhaust fumes fill the air. The employees move quickly, shouting orders and instructions to each other over the noise of the machines.

#### **Story - Falling Action**

After the deadly confrontation with Gustavo Fring, Walter White is left to pick up the pieces of his life. He tries to rebuild his relationship with his wife, Skyler, but she remains distant and distrustful of him. Walter also attempts to repair his friendship with Jesse Redman, but the weight of their actions and the violence they've unleashed has taken a toll on their relationship. Jesse is haunted by the damage they've caused and struggles to cope with the guilt and remorse he feels. As Walter tries to move on from his criminal past, he finds that he's unable to escape the consequences of his actions. Hank Schrader continues to investigate their operation, and the threat of exposure looms over them. Walter's once-mundane life now feels like a distant memory, and he longs for a way to make things right. He realizes that his desperation to provide for his family led him down a dangerous path, and he's now paying the price for his choices. As Walter and Jesse try to come to terms with the fallout of their actions, they find themselves facing new challenges and dangers. Their involvement in the criminal underworld has left them vulnerable, and they must now navigate a dangerous and unpredictable world. Their relationships with their loved ones are irreparably damaged, and they must find a way to move on and rebuild their lives. But with Hank Schrader closing in on them and the threat of exposure still looming, their future remains uncertain. Walter and Jesse must come to grips with the reality of their situation and find a way to move forward. They must confront their past and the damage they've caused, and find a way to make things right. But with the weight of their criminal past weighing heavily on them, they must also find a way to protect themselves and their loved ones from the dangers that surround them. The future is uncertain, but they must find a way to face it with courage and determination.

#### **Beat - Resolution**

Walter, now a fugitive from the law, makes peace with his choices and takes responsibility for the chaos he's unleashed. He devises a plan to provide for his family and ensure that his loved ones are safe from the criminal world he entered.

**Place: Remote Cabin**

The remote cabin is situated in a dense forest, accessible only by an unpaved road. It is small and rustic, with wooden walls, a fireplace, and basic amenities. The surrounding nature is peaceful and serene, with only the sounds of birds chirping and leaves rustling in the wind.

**Story - Resolution**

Walter White, now a fugitive from the law, finds himself alone and haunted by the consequences of his actions. He realizes that his desperation to provide for his family led him down a dangerous path, and he must now take responsibility for the chaos he's unleashed. Walter knows that his loved ones are in danger and that he must find a way to protect them from the criminal world he entered. He devises a plan to secure their future and ensure their safety, even if it means sacrificing his own freedom. Walter decides to use his chemical expertise to create a new, non-lethal product that he can sell legally. He knows that it won't be as profitable as his meth operation, but he sees it as a way to make amends for his past mistakes. With the help of Jesse Redman, Walter starts a new business venture, using his skills to create a successful product that's in high demand. As Walter and Jesse work to build their new business, they also take steps to protect themselves and their loved ones from the dangers that surround them. They develop a strong network of allies and supporters who help them navigate the criminal underworld and keep them safe from harm. They also work to repair their damaged relationships with their loved ones, seeking forgiveness and understanding from those they've hurt. Walter finds a sense of peace in his new life, knowing that he's doing something good and meaningful for his family. He takes responsibility for his past mistakes and works to make amends for the damage he's caused. Although he knows he can never fully make up for his actions, he finds solace in the knowledge that he's doing everything he can to make things right. As the years pass, Walter continues to live in hiding, always aware of the threat that Hank Schrader and the law enforcement pose. But he finds comfort in the knowledge that his loved ones are safe and secure, and that he's been able to make a positive impact on the world. Despite the challenges he's faced and the mistakes he's made, Walter White has found a way to redeem himself and build a new life for himself and his family.

**Beat - Denouement**

In a final act of redemption, Walter confronts the remaining threats to his family's safety, eliminating those who would harm them. He dies in the process, leaving a complicated and tainted legacy behind.

**Place: Neo-Nazi Compound**

The Neo-Nazi compound is a stark and intimidating place, surrounded by high walls topped with barbed wire. The buildings look like they were built with no regard for aesthetics, with peeling paint and broken windows. The air is heavy with the smell of gasoline and sweat, and the sound of angry voices and barking dogs can be heard in the distance.

**Story - Denouement**

Walter White's final act of redemption is a bold and selfless one. He knows that his family is still in danger, and he must do everything in his power to protect them. With the help of Jesse Redman and his network of allies, Walter sets out to eliminate any remaining threats to his family's safety. He confronts those who would harm them, taking them out one by one with precision and determination. Despite the risks involved, Walter remains focused on his goal, knowing that he must do whatever it takes to keep his loved ones safe. He's willing to sacrifice everything, even his own life, to ensure their security. As he faces his final moments, Walter knows that his legacy is a complicated and tainted one, but he takes comfort in the knowledge that he's done everything he can to make things right. In the aftermath of Walter's death, his family and loved ones are left to grapple with the impact of his actions. They must come to terms with the fact that his involvement in the criminal underworld has left a lasting mark on their lives. But they also know that Walter did everything he could to protect them, and that his final act of redemption was a testament to his love and devotion. Walter's legacy is a complex one, filled with both good and bad. He was a man who was driven by his love for his family, but who also made choices that had far-reaching consequences. Despite his flaws and mistakes, Walter's story is one of redemption, of a man who faced his past and worked to make amends for his actions. His legacy will be remembered not just for the harm he caused, but for the courage and determination he showed in his final moments.