

AI-Powered Sentence Completion for Video Game Narratives

Finish a sentence in the tone of a video-game story.

BUILT WITH

NLP

Text Generation

Scikit-learn

TF-IDF

NLTK

Python

Streamlit

5 to 1

words of context predict the next word

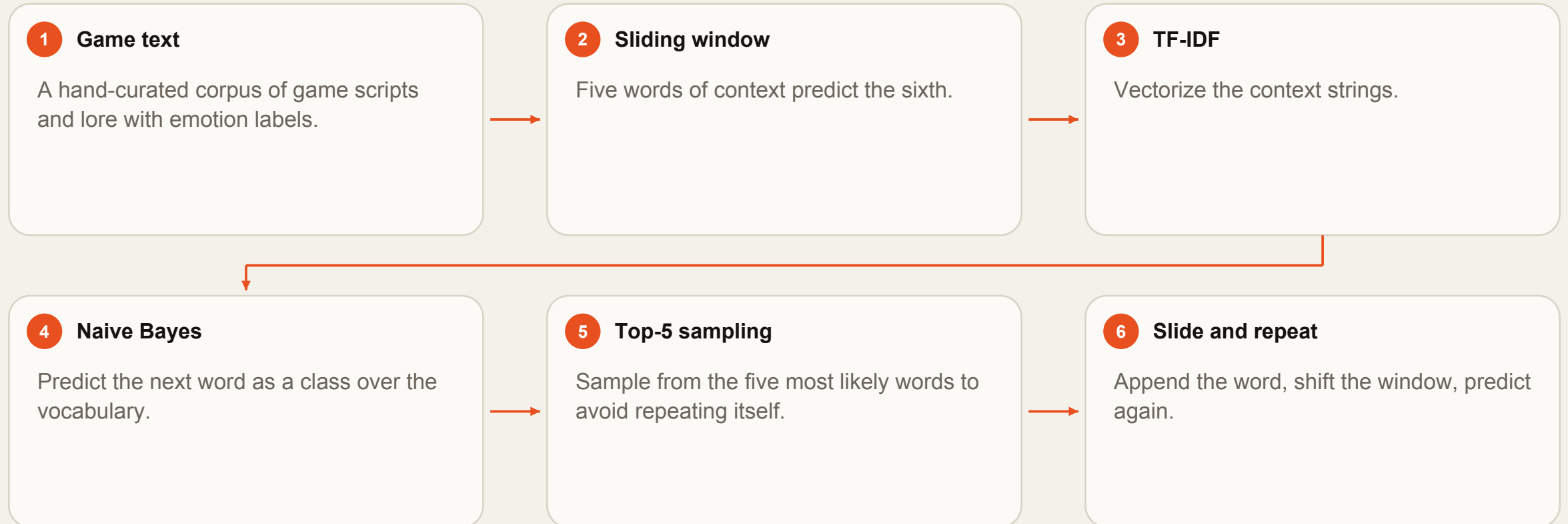
Top 5

words sampled for variety

Hand-labelled

emotion annotations in the dataset

How it works



Key decisions

01

Next word as classification

Predicting the next word is framed as choosing a class over the vocabulary. TF-IDF with Naive Bayes is a deliberately light baseline that shows the whole pipeline end to end.

02

Sample the top 5, not the single best

Always taking the most likely word gives repetition. Sampling among the top five trades a little precision for more natural variety.

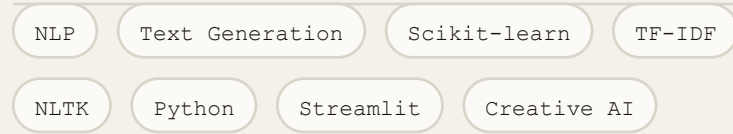
03

A custom emotion-labelled dataset

Text was hand-curated from game scripts and lore with emotion labels. The labels exist but are not yet a model input.

Stack, status and what is next

BUILT WITH



KNOWN LIMITS

- Emotion labels are not yet used by the model.
- The Streamlit interface was scoped but not built; the model runs from a notebook.

NEXT STEPS

- Swap in transformer embeddings for real context.
- Extend from sentences to paragraphs and dialogue.
- Use the emotion labels as a conditioning signal.
- Build the Streamlit interface.

SOURCE

<https://github.com/walethewave/-AI-Powered-Sentence-Completion>