



**INFORMATICS  
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In Collaboration with

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**Improve NPC knowledge on game world**

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## **ABSTRACT**

One of the key challenges in open-world games is creating a realistic and immersive gaming experience for players. NPCs play an important role in achieving this goal, as they provide players with information and interactions that shape the game world. However, creating realistic and engaging dialogue for NPCs is a time-consuming and resource-intensive process for game developers. Moreover, existing NPC dialog systems often lack the ability to generate nuanced and context-specific responses, leading to a less immersive gameplay experience for players.

To address this problem, this project proposes the development of a chatbot for open-world games. The proposed system will utilize existing game items and details to provide accurate and reliable responses to players, enhancing the overall gaming experience. The chatbot will be designed to interact with players as NPCs to create a more immersive environment. To achieve this, implementation employs a rule-based approach that uses decision trees and logical statements to simulate human-like conversation. And leverage to add new data to train the chatbot and ensure it is up to date with the latest game items and details.

**Key words:** Game Development, Chatbot, NPC, NPC Chatbot