



AI Codes Perfectly. It Can't Write.

The Problem

Agents can write flawless game code, but their dialogue is pure cringe.

The AI Default

Two characters solemnly stating facts they both already know ("As you know, Bob..."). Emotion is stacked with cheap adjectives.

The Insight

Good writing isn't splitting a Wikipedia entry in half and having two people read it aloud. Storytelling requires human judgment.

Define Characters by Action, Never Adjectives



She is brave,
kind, and handles
grief strangely.

(Tells us nothing;
fits anyone).

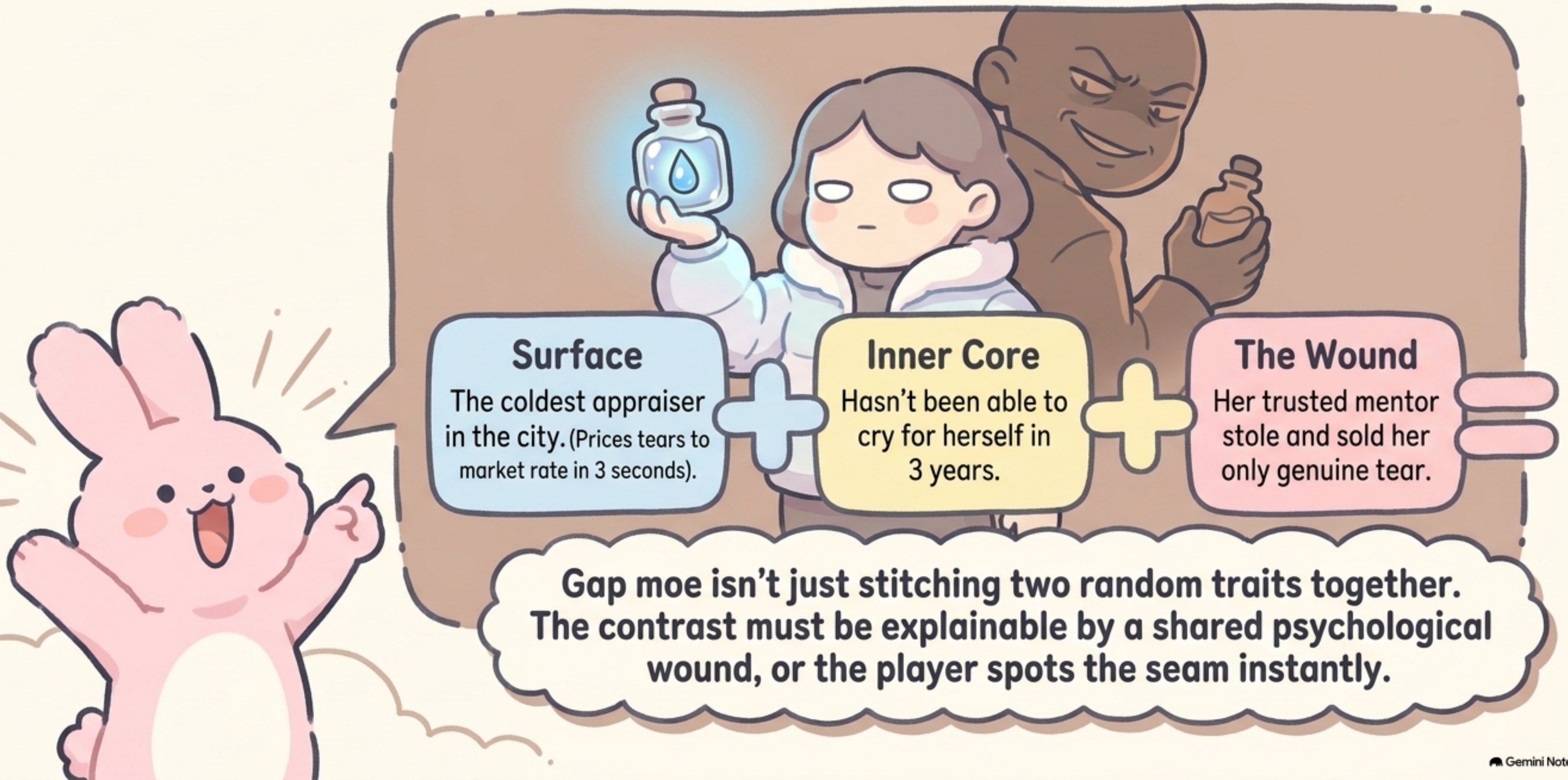


She's the type
who laughs
loudest at a
funeral.

(Instantly paints a
picture; sparks curiosity).

Never fill a character sheet with adjectives.
Only use specific behaviors to make a
character stand up off the page.

True Gap Moe Demands a Shared Wound



The Worldbuilding Procrastination Trap

Your lore notes outgrow your script. You build 8,000-year chronologies because lore carries no risk. Writing scenes exposes the fact that you can't write.

1. Does this lore directly drive a character's decision?

2. Does it create a visible obstacle in the plot?

3. Does it explain a consequence the player can perceive?

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If NO to all three →
Stop building. Start writing.
The world serves the story,
not the reverse.



AI is Scaffolding, Not a Generator



AI still writes cringe dialogue. But cringe was never the AI's problem. The AI hands you the thread; the story, and the final judgment, is always yours.

Old Bottleneck: Execution

If you couldn't write, you hit a dead end. You either took classes for years or gave up.



New Bottleneck: Taste & Judgment

AI compresses an entire library of narrative craft into an on-call coach. It provides structure, but you must decide "this is the right emotional beat."

