WordPlay: An Agent Framework for Language Learning Games

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Prompts

1. Setup

I need help crossing the road [...]  

2. Critic

CONTEXT: You are the game engine in which a player is trying to help a chicken cross the road. Your job is to evaluate if their suggestion would be valid in a cartoon physics environment. I will provide you some examples and then you must evaluate the player input.

EXAMPLES:

INPUT: Use a rocketship  
status: VALID  
critique: NONE  

INPUT: Hey, how's it going?  
status: NOT VALID  
critique: This is a standard greeting, not a valid suggestion for how a chicken can cross the road.

INPUT: {user_input}  

Respond using the following JSON format, matching the TypeScript interface:

```json
{  "status": string // NOT VALID | VALID,  
   "critique": string // one sentence explanation if the suggestion is not valid }
```

3. Image

CONTEXT: You are the game engine in which a player is trying to help a cartoon chicken cross the road. The player suggested: {user_input}

Respond using the following JSON format, matching the TypeScript interface:

```json
{  "solution": string // Summarize the solution using only the key words  
   "image_description": string // An image prompt that describes a white 2-D cartoon chicken crossing the road using the solution. }
```