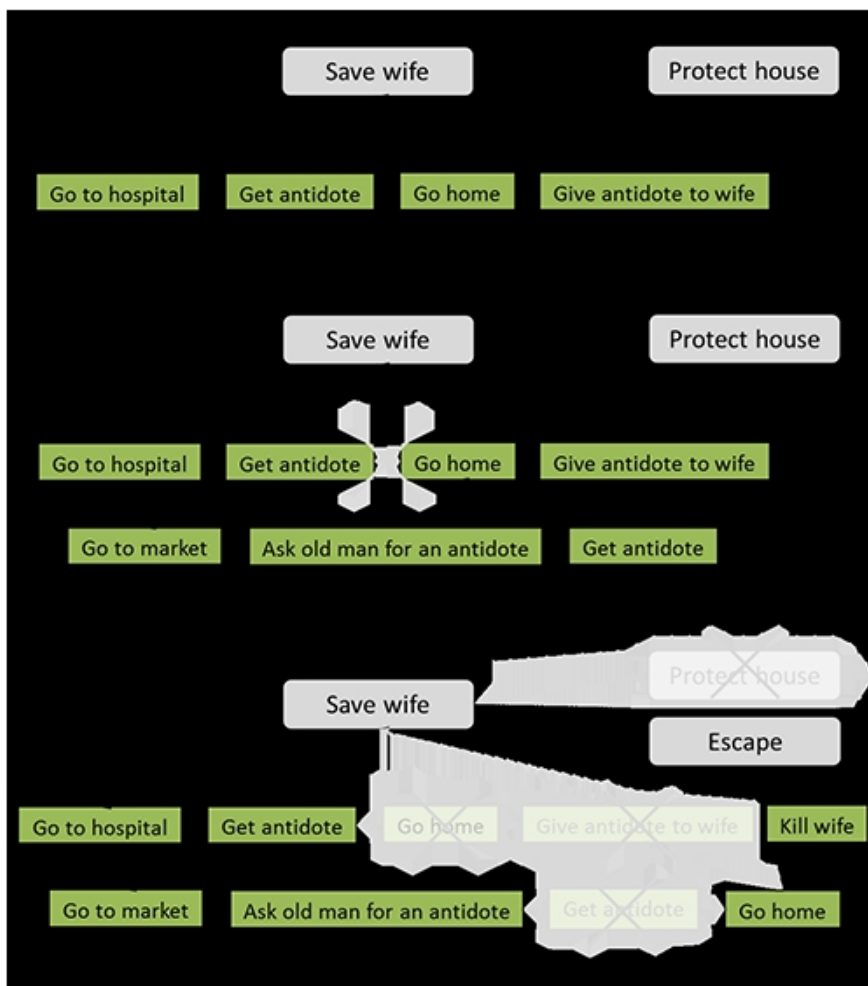


Quests are a fundamental storytelling mechanism used by computer role-playing games to engage and



[Hierarchical Generation of Dynamic and Nondeterministic Quests](#)

(International Conference on Advances in Computer Entertainment Technology - ACE 2014)



{comments on}