

組別 **Team ID** : 2025-27

專題屬性 **Category** : AI 驅動互動應用系統 (AI-Driven Interactive Application System)

專題名稱 **Project** : Reverie: Apophasis

一、指導老師 **Advisor** : 林子怡 老師 (Prof. Lim Zi Yi)

二、組員 **Team members** : 納烏合 (11114221)

三、系統環境 **System environment** :

(一) 軟體 **Software** :

- 作業系統 **Operating System**: Windows 10 or above
- 程式語言 **Programing Language**: PHP、JavaScript、HTML、CSS
- 資料庫系統 **Database System**: MySQL
- 開發工具 **Toolkits**: VSCode、WAMP Server、Postman
- 人工智慧服務 **AI Services**: OpenAI、Gemini

(二) 硬體 **Hardware** :

- CPU: 12th Gen Intel(R) Core(TM) i5-12500H @ 4.50 GHz (12 Core) ; GPU: NVIDIA GeForce RTX 3050 4GB ; 記憶體:16GB RAM ; 硬碟:500GB SSD ; 顯示器:15.6 。

四、簡介 :

(一) 系統簡述 (系統的主要功能)

Reverie: Apophasis 是一款 AI 驅動的心理驚悚視覺小說，融合動態敘事生成與知覺驅動的角色轉變機制。玩家扮演一位遭到操縱的囚徒，與命定的英雄 Reverie 互動，試圖逃脫被稱為「深淵」的量子空間監獄。遊戲採用混合輸入系統，玩家可以選擇 AI 生成的對話選項或自由輸入任何文本回應，創造前所未有的玩家代理感。透過四個追蹤值 (信任、尊重、恐懼、主宰)，玩家的信念直接改變 Reverie 的人格、外觀與能力，實現「觀測改變現實」的量子力學隱喻。

(二) 特色 (系統的亮點)

- **AI 驅動動態敘事**：故事情節根據玩家選擇與行為模式實時分支，無需預先編寫對話樹。AI 在自訂「地牢主人」提示管理系統的約束下生成連貫的對話，確保敘事一致性。
- **知覺驅動角色轉變**：四個追蹤值 (信任、尊重、恐懼、主宰) 動態改變 Reverie 的個性、外觀與能力。遊戲環境遵循量子觀測原理——玩家的信念實際改變所見之物。

- **心理聲音系統**：十個獨立的內部聲音（理性、話語、同情、憤怒、本能等）對玩家的決定提供心理學評論，靈感來自《廢墟狂歡》的技能檢定系統。每個聲音代表不同的心理視角，競爭控制權。
- **混合玩家代理**：玩家可選擇 AI 建議的對話或完全自由輸入任何回應，創造引導敘事與開放表達的無縫融合，打破傳統視覺小說的預定分支限制。

五、Introduction:

(1) System Brief Description (Main Functions of the System)

Reverie: Apophasis is an AI-driven psychological thriller visual novel combining dynamic narrative generation with perception-based character transformation mechanics. Players assume the role of a manipulated prisoner interacting with Reverie, a destined hero, attempting to escape the quantum-space prison called "The Abyss." The game employs a hybrid input system where players can select AI-generated dialogue options or freely input any textual response, creating unprecedented player agency. Through four tracked metrics (Trust, Respect, Fear, Dominance), player beliefs directly transform Reverie's personality, appearance, and abilities, manifesting the quantum mechanics metaphor that "observation changes reality."

(2) Key Features (System Highlights)

- **AI-Driven Dynamic Narrative**: Story branches in real-time based on player choices and behavioral patterns, eliminating pre-written dialogue trees. The custom "Dungeon Master" prompt management system constrains AI generation, ensuring narrative consistency while maintaining immersion and coherence.
- **Perception-Based Character Transformation**: Four tracked metrics (Trust, Respect, Fear, Dominance) dynamically reshape Reverie's personality, appearance, and abilities. The game environment operates on quantum observation principles—player beliefs literally alter what is observed, making perception the primary mechanic.
- **Psychological Voice System**: Ten distinct internal voices (Reason, Discourse, Compassion, Wrath, Instinct, etc.) provide psychological commentary on player decisions, inspired by Disco Elysium's skill check system. Each voice represents a different psychological perspective competing for control over the protagonist.
- **Hybrid Player Agency**: Players choose between AI-suggested dialogue or complete freedom to input any response, creating seamless integration of guided narrative and open expression, transcending traditional visual novel branching limitations.