

The Art of AI Storytelling by Louis

Hey everyone,

Today we decided to open source our best performing story "[Crash Into Another World](#)" so everyone can reference it and understand how to write a good prompt in the era of AI.

Our approach isn't about doing a massive lore dump and force feeding the AI information. Instead, we believe you should focus on **telling the AI how to tell a good story** in your own flavour.

For me it all comes down to psychology. Instead of just presenting what is, focus on how the story makes people **feel**.

Take **Frieren** for example. It's not an action-packed adventure. What makes it so captivating is the quiet emotional weight behind everything. The way it explores loss, the passage of time, and the realization that someone meant more to you than you understood while they were alive. It makes you reflect on your own relationships and that's what keeps you thinking about it long after an episode ends.

Or look at **Cyberpunk: Edgerunners**. You already know from the start that things won't end well. But it doesn't matter because you're so emotionally invested in David's journey, his ambition, his sacrifices, and his love for Lucy that when it all comes crashing down it hits you like a truck. The story makes you feel the cost of chasing something bigger than yourself.

Then there's **Solo Leveling**. Completely different vibe. It taps into something more primal, the power fantasy. Watching Sung Jinwoo aura farming go from the weakest hunter to an unstoppable force gives you this constant dopamine hit of progression. Every level up, every new ability, every moment where he walks in and everyone underestimates him only for him to completely dominate. It's pure gratification. You keep watching because it just feels good.

Three very different anime, three very different emotional hooks, but all equally effective. There's no single formula. What matters is that the story is **deliberately designed to make the audience feel something specific**, whether that's melancholy, heartbreak, or raw excitement. And that's what your prompts should aim for. Don't just describe the world, tell the AI what emotions the story should evoke and how it should deliver them.

Of course this is all just my opinion. We're fully open to creative freedom and there's no limit to ideas. You just have to be creative enough to make them work.

For those wondering about lore and memory systems, that's something we'll be building out later. But for now, the focus should be on **the storytelling itself**. Get that right first and everything else will follow.

How Our Prompt System Works

Our system is designed to split into **3 sections** because based on our experience this works the best:

Prompt Plot This is where you focus purely on the plot of the story and the relationship dynamics between characters.

Prompt Guideline This is where you tell the AI how it should tell the story.

Reminder This is where you let the AI understand the key takeaways from your prompt so it can easily remember what to focus on.

Go check out ["Crash Into Another World"](#), use it as inspiration, make it your own, and start building amazing worlds and stories that people love ☐☐

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