



Tracery2/Chancery

Kate Compton
CROSS Incubator (review!)



Althea Pergakis @aepergakis · Jun 25

You ever suddenly remember programming is fun? I'm teaching @GalaxyKate 's #tracery this week and apparently I'd forgotten until I was live-coding examples. Anyway, here's some samples from a **Pokemon** NPC generator I built this evening, purely for my own enjoyment!



Hi! I'm School Kid Althea from Johto region! My partner, S
unstoppable together! Let's battle!



Hi! I'm Nursery Aide Althea from Alola region! My partner, Scyther, and
unstoppable together! Let's battle!

CROSS
cross.ucsc.edu

CROSS confidential

My research

Expressive Intelligence Studio

“Casual creators”

computational support for casual creativity

- Casual creativity is important
- Software(ish) systems can augment or support casual creativity
- Casual creators are a real genre, and we should make and study them

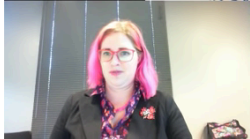


CASUAL CREATORS
Defining a Genre of Autotelic Creativity Support Systems

Kate Compton

A dissertation defense for the degree of
DOCTOR OF PHILOSOPHY in
Computer Science
UC Santa Cruz, March 12 2019

with thanks to committee members
Michael Mateas, Jim Whitehead, and Katherine Isbister



galaxykate Live Stream

286 views

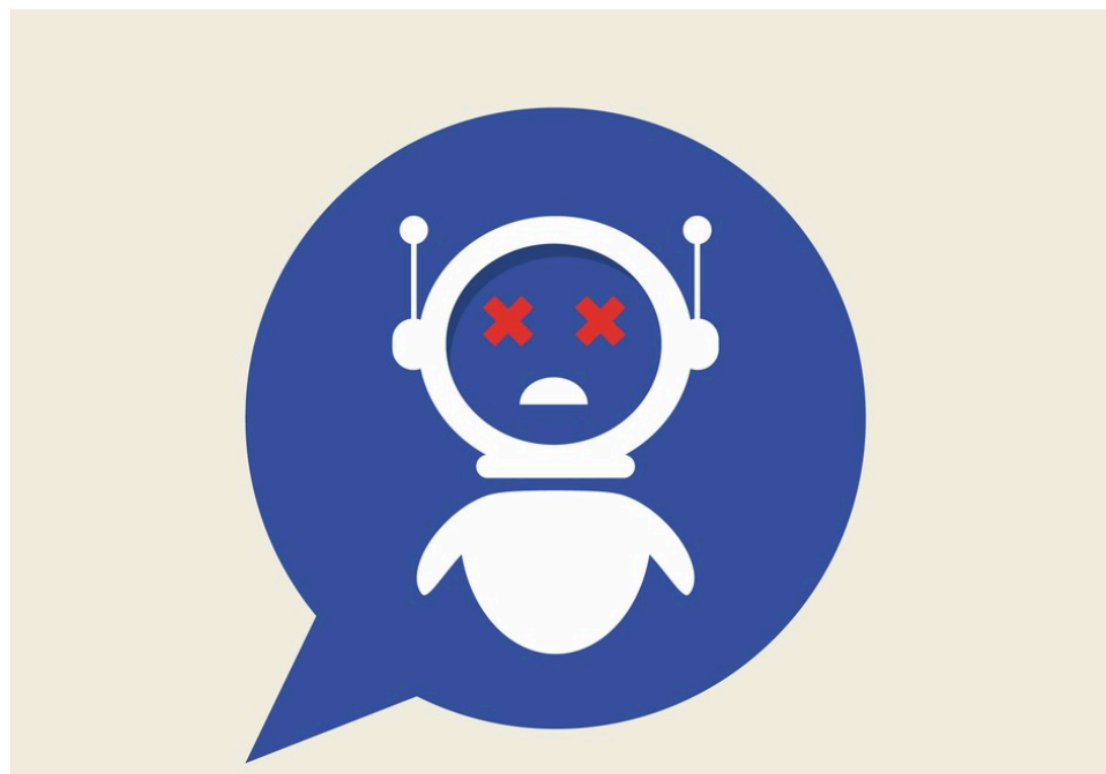
26 0 SHARE SAVE ...

<http://tiny.cc/CasualCreatorsDefense>

CROSS confidential

ERIN GRIFFITH AND TOM SIMONITE BUSINESS 01.08.18 07:32 PM

FACEBOOK'S VIRTUAL ASSISTANT M IS DEAD. SO ARE CHATBOTS



5,996 views | Oct 10, 2018, 09:00pm

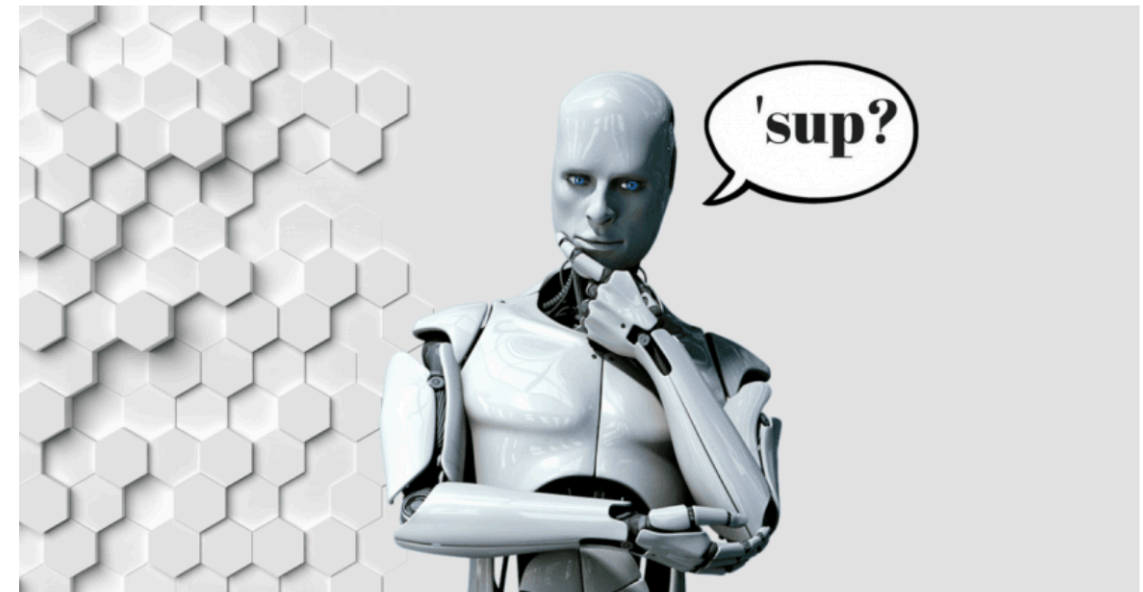
Chatbots Are Dead. Cloud Unicorn Intercom Is Betting AI Can Bring Them Back.



Alex Konrad Forbes Staff
Venture Capital

The \$24 billion chatbot industry sucks because it needs better AI

by OLOF MATHÉ — 8 months ago in CONTRIBUTORS



IH INDIE HACKERS

DECEMBER 7, 2018



Are chatbots dead?

VB

CHANNELS

EVENTS

NEWSLETTERS



Search

AI

GUEST

Chatbots aren't dead, but I wish they were

RICHARD SMULLEN, PYPESTREAM @RICHARDSMULLEN FEBRUARY 20, 2018 12:20 PM

CROSS confidential

- 

Endless Screaming

@infinite_scream · 56m

AAAAAAAAAAAAAAAAAAAAHHHHH

5

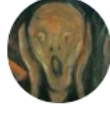
29
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Endless Screaming

@infinite_scream · 1h

AHHHHHHH

1

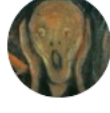
12
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Endless Screaming

@infinite_scream · 1h

AAAAAAAAAAAAHHHHHHHHHH

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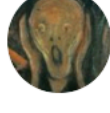
Endless Screaming

@infinite_scream · 1h

AAAAAAAAAAAAAAAAAAAAHHHHHHHHHHHHHHHH

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12

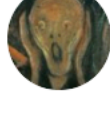
42
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Endless Screaming

@infinite_scream · 1h

AAAHHHHHHHHHHHHHH

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19
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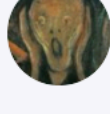
Endless Screaming

@infinite_scream · 1h

AAHHHHHH

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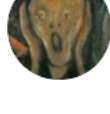
19
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Endless Screaming

@infinite_scream · 1h

AAAAAAAAAAAAAAAAAAAAHHHHHHHH

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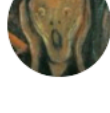
Endless Screaming

@infinite_scream · 2h

AAAAAAAAAAAAAAAAAAAAHHHH

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11

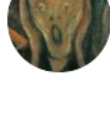
42
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Endless Screaming

@infinite_scream · 2h

AAAAHHHHHHHHHHHHHHHH

6

18
- 

Endless Screaming

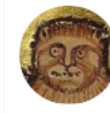
@infinite_scream · 2h

AAAAAAHHHHHHHH

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17

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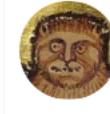
Low Gravitas Warning Signal

@NoraReed · Sep 17

Replying to [@NoraReed](#) and [@GalaxyKate](#)

I'm so incredibly grateful that you've made this thing and one of the coolest parts of this weird internet **life** I've made is that I get to show it to people and see what they do with it. I stan **Tracery** forever

1

1
- 

Low Gravitas Warning Signal

@NoraReed · Sep 17

Replying to [@GalaxyKate](#)

Tracery has literally changed my **life**. It lets me access a part of my creativity that does weird and wonderful stuff that I couldn't get down on paper without it, and it allows me to create works that-- with the RNG-- surprise and delight me.

1

9
- 

Endless Screaming

@infinite_scream · 1h

AAHHHHHH

2

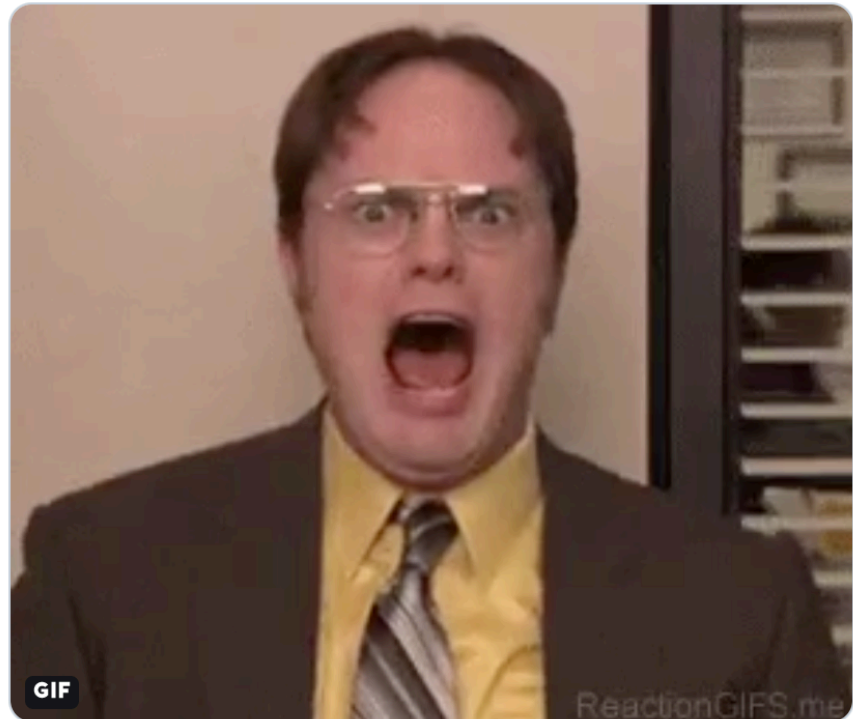
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19

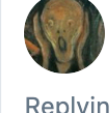


Johnny's Tavern

@JohnnysTaverns · 1h



1



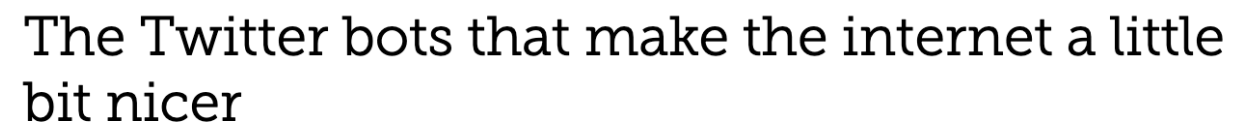
Endless Screaming

@infinite_scream

Replying to [@JohnnysTaverns](#)

AAAAAAHHHHHH

Letting people build bots



Tracery

Tracery.js:

an easy-to-use

text-templating

context-free-grammar

language & library

```
grammar = Tracery.createGrammar({
  color: ["red", "silver", "blue"],
  animal: ["moose", "okapi", "otter", "cat"],
  coolAnimal: ["#color# #animal#"],
  place: ["beach", "CROSS meeting"]
})
grammar.flatten("The #coolAnimal# went to the #place#")
>> "The red cat went to the beach"
```

- Developed for a class assignment
- Open-sourced Nov 2014 *(129 forks, 1318 stars on github)*
- CheapBotsDoneQuick.com opens May 2015
 - run by George Buckenham in London *(with no permission or assistance from me, go opensource!)*
 - 7000+ active bots *(as well as ??? apps and ??? games)*
 - Runs most of Twitter's favorite bots
- Ports to Python, Java, C#, .NET.....LISP??



CROSS confidential

Tracery Ports

- **Common Lisp:** Steve Losh (<https://github.com/sjl/chancery>)
- **R:** DL Miller (<https://github.com/dill/traceRy>)
- **Rust:** Paul Woolcock (<https://docs.rs/tracery/0.1.0/tracery/>)
- **C# Unity:** Max Kreminski (<https://github.com/mkremins/TracerySharp>), 5ive Bullet Games (<https://www.assetstore.unity3d.com/en/#!/content/100911>), George Buckenham (<https://github.com/v21/unity-tracery>)
- **Ruby:** Eli Brody (<https://github.com/elib/tracery>)
- **Haxe:** Ciro Duran (<https://github.com/chiguire/traceryhx>)
- **Choba:** Jurie Horneman (<https://github.com/jhorneman/choba-tracery>)
- **Twine:** Matthew Balousek (<https://github.com/mrfb/twinecery>) "There are lots of cool sources of data out there. For example, dariusk/corpora. If you create a passage and tag it corpus, twinecery will do some importing for you."
- **Twine 2:** Michael Thomét (<https://github.com/incobalt/Trice>)
- **Lua:** Milan Gruner(<https://github.com/lemilonkh/moontrace>)
- **JVM:** Almas Baimagambetov (<https://github.com/AlmasB/grammy>)
- **Python:** Allison Parrish (<https://pypi.org/project/tracery/>)(<https://github.com/aparrish/pytracery>)
- **Swift:** Benzi Ahamed(<https://github.com/BenziAhamed/Tracery>) Also adds functions(modifiers with parameters) and calls (modifiers that don't change the returned value), which then was ported *back* to Javascript as Ephemeral by Martin Pichlmair (<https://github.com/martinpi/ephemeral>)
- **Node:** George Buckenham (<https://github.com/v21/tracery>)

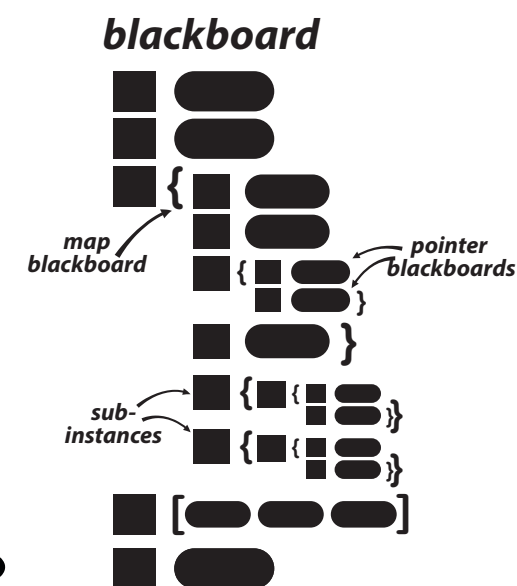
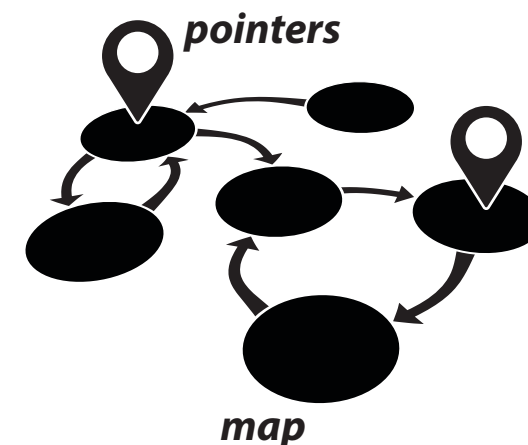
Chancery

(formerly Bottery)

Tracery-style FSM syntax + JS simulation
library for multi-state conversational agents
*Developed for prototyping
chat apps for the Google Home*



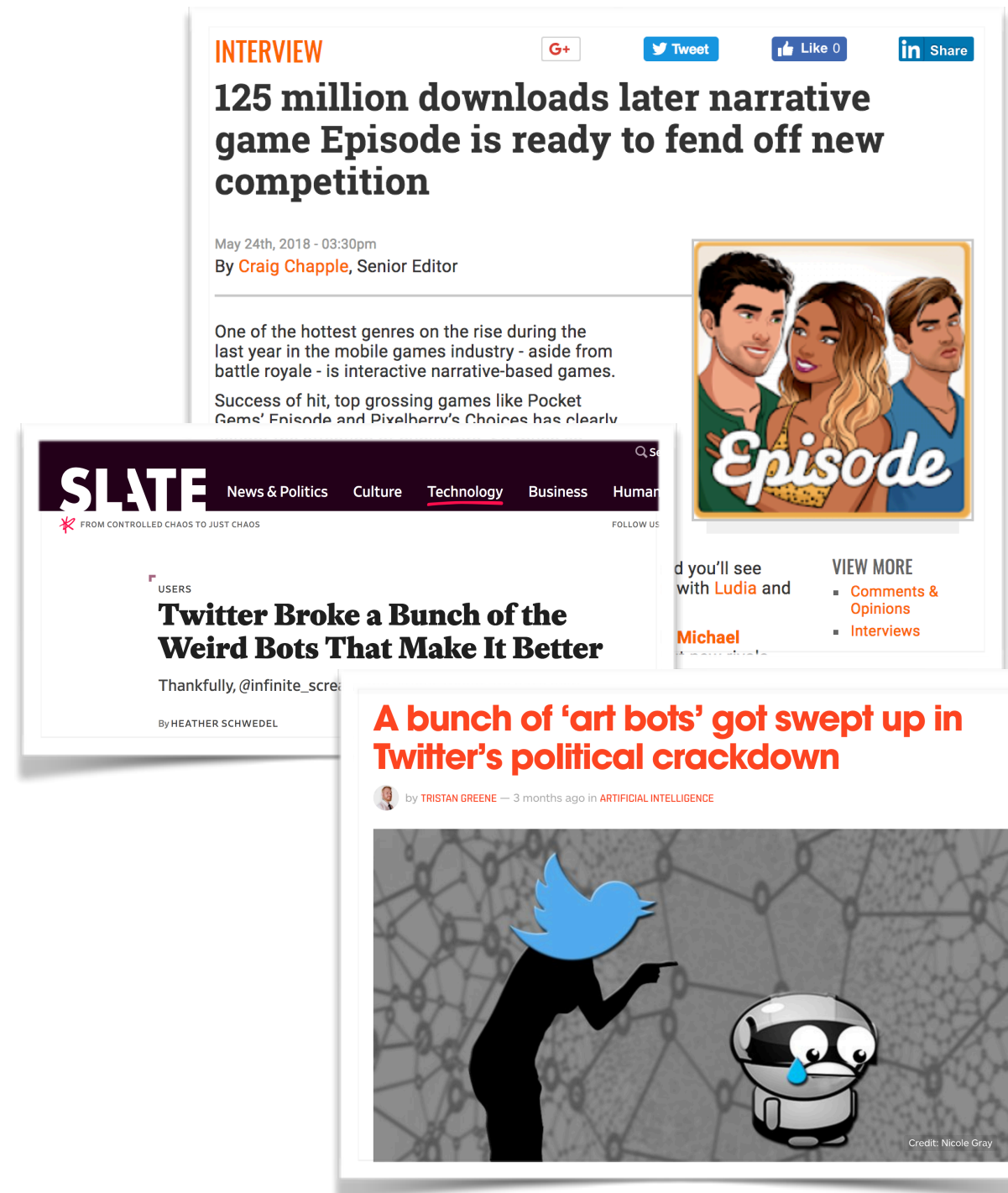
- Finite-state conversational model
 - using Tracery for generative output
 - and input matching (no fuzzy matching!)
- Open-sourced Oct 2017 (<https://github.com/google/bottery>, Thanks to Calvin Ashmore, Chris Lewis, and the Google open source team)
 - Less mature & needed more work out-of-the-box than Tracery
- Usable revision is ready for release for this year's ProclJam (massive online generative jam)
- **Could this be Tracery-for-conversational-agents?**



Current ecosystem

No place for small, interactive FSM-run chatbots (*and no **open** environment*)

- Twitter is an unreliable future platform for bots
- Voice and chat platforms are bot/app-underdeveloped, and **highly inaccessible to casual authors** (Alexa Skills, Google DialogFlow)
- Interactive fiction platforms exist but lack one or more of:
 - casual or short-form authoring
 - conversational interaction
 - hosting
 - openness
 - smarthome integration
 - (Twine, Choice of Games, Episode, StoryNexus, Inklewriter)



Create a hosting platform for conversational bots: **artbot.club**

- Browse chancery bots
- Start a chatroom & converse with bots
- Add additional bots to the chatroom
- **Edit & author chancery bots**

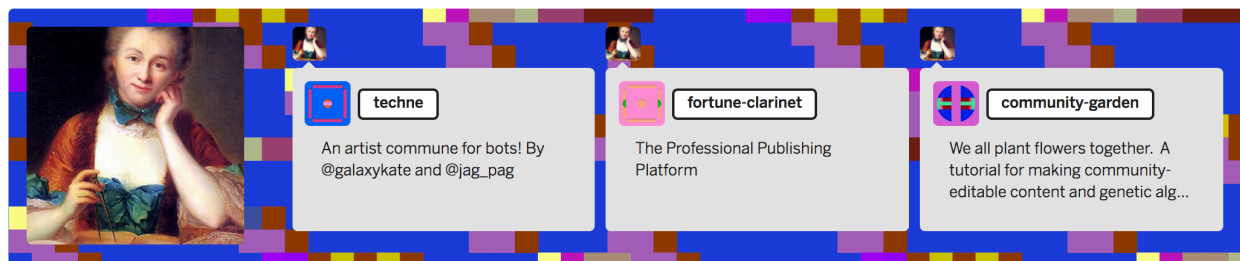


Glitch is the friendly community where everyone can discover & create the best stuff on the web

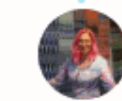
Help Others, Get Thanks →

Looks like nobody is asking for help right now. [Learn about helping](#)

Your Projects →

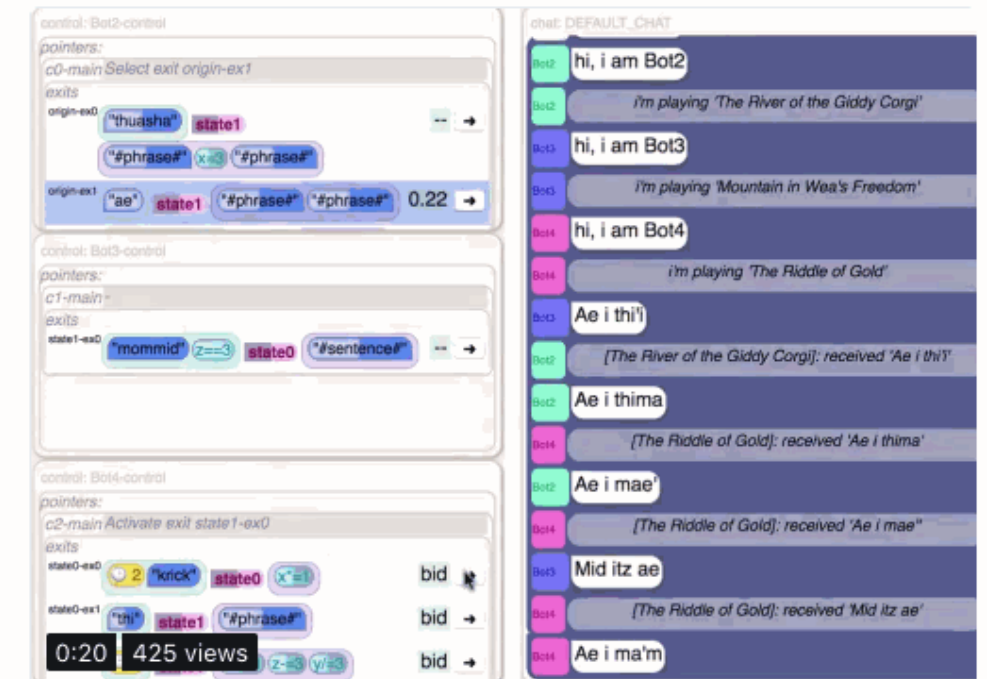


Check These Out



Kate Compton @GalaxyKate · Sep 25

Ok, now they're all initialized with the same language, so their state machines can talk to each other properly.



5 2 10



Not Fake Adam Kalsey

@akalsey

Follow

Replying to @GalaxyKate

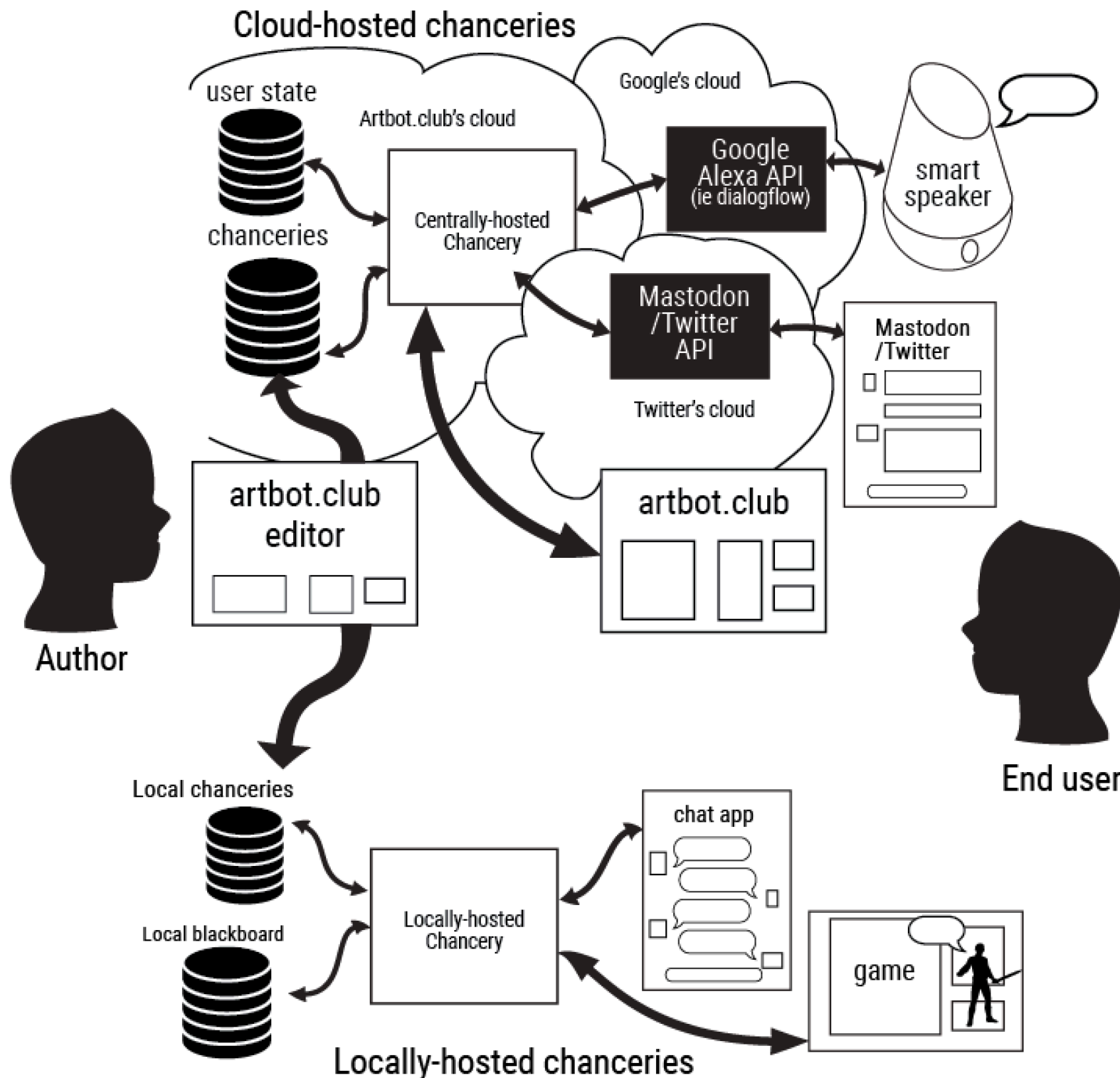
I will use the heck out of this at Cisco.

8:50 PM - 25 Sep 2018 from Sacramento, CA

← Social learning, visitors become creators

CROSS confidential

Hosting architecture



- Host a communal repository of chancery maps & serve them to visitors to play
- Maintain state between visits for multi-session chancery experiences
- Visitors can edit chancery maps, or author their own that others can play/edit.
- The chancery map data is **portable**: they can save it, paste it, use it in locally-hosted applications (open data)
- Create an intermediary between Google/Alexa/Mastodon/etc APIs and the user (***the Cheapbots pattern***)

Progress

Always more bots!

...bots in installations

 **Life Science Centre** @scienceatlife · Sep 7
Head to the Making Studios on your visit to Life this weekend to make and decorate your own clay pot from scratch! And while you're there, why not make a unique haiku using our **poetry** robot?

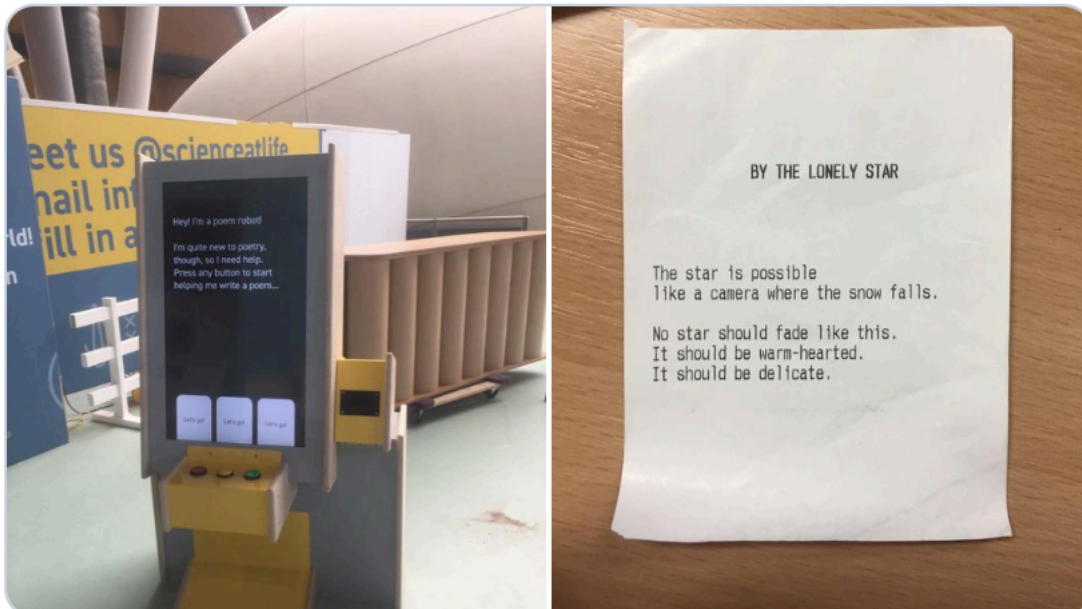
All this and more included in your science centre admission >>



The Making Studios

We all have a creative side – you don't have to be an artist to be creative and imagination has no age...
life.org.uk

 **Martin O'Leary** @mewo2 · Jun 1
Another highlight is this little guy, a robot that writes poetry (with some guidance from you). This one is thanks to @mathmarcault and @v21 (using @GalaxyKate's **Tracery** under the hood)



1 2 20

 **Peter Turnbull** @pcturnbull7

Hey @GalaxyKate, @chronictanvi @perhapsfrog made a bot using Tracery! We also have a physical version that prints out the rituals with a thermal printer 🥰

 **everyone's rituals** @ritualbot · Sep 27

wake up in your suspicious river. hide from your family deliciously. escape to your womb.



Anastasia Salter @AnaSalter · Aug 16, 2018

Thanks Kathi! This is one of four characters, drop by the #ELO18 exhibit to see them all :) The content is generated using **Tracery.js**, so refresh for some variety.



Kathi Inman Berens @kathiiberens · Aug 15, 2018

This is one of the buried treats that await u in @AnaSalter & @annetropy's QR code quilts at the #elo18 media arts show at the UQAM Design Center. It's a fabulous tribute to feminist early web. Fun to whip



Anne Sullivan @annetropy · Aug 13, 2018

Replying to @AnaSalter

@AnaSalter and I have an exhibit in #ELO18 this year! Each quilt leads to a different web page that is generated to fit the character that "made" each quilt. A look at being social in the age of Web 1.0, it was interesting working with that sweet, sweet 90s aesthetic again!



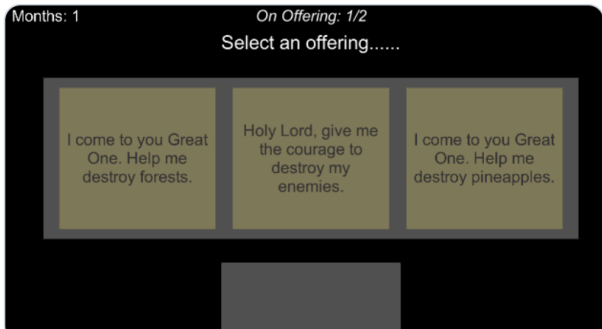
Progress

Always more bots!

...bots in games

 **Andrew (Making an IF engine in HTML)** @... · May 13
Going to play some with RiTa and **Tracery** today. The goal is to create a conversational interface to help you create a novel. The **game** places you as the spirit summoned by an "archeomancer" named Faeren who interviews you about the magical past. #if #procgen #TensorFlow

 **Peter Wonica** @fireandCoffee · Jun 8
Finally got a prototype of my new **game** idea - In a post-apocalyptic society, your tribe worships a vending machine! Pick the best "offerings" to appease it's algorithms for food! Using **Tracery** @GalaxyKate has actually been fun for text creation :D



Months: 1 On Offering: 1/2
Select an offering.....

I come to you Great One. Help me destroy forests.	Holy Lord, give me the courage to destroy my enemies.	I come to you Great One. Help me destroy pineapples.
---	---	--

 **Max Kreminski**  **Roguelike Celebration** @maxkreminski · Feb 7
Replying to @maxkreminski and @GalaxyKate
using **Tracery** to crowdsource generative NPCs for a weird AI-based **game**: twitter.com/maxkreminski/s...

stealth mode live demo: mkremins.github.io/drill

ICIDS paper: mkremins.github.io/publications/T...

 **Max Kreminski**  **Roguelike Celebration** @ma... · Jan 28, 2018
for #drillgame, I need imaginary Twitterers to populate the in-game Twitter feed with nonsense!

specifically, I'm looking for Tracery grammars (tracery.io) that generate tweet-length snippets of text.

contribute your character(s) here: docs.google.com/forms/d/e/1FAI...
[Show this thread](#)

 **Tanya X. Short** @tanyaxshort · Sep 17, 2018
Replying to @GalaxyKate
As co-editor of a textbook on procedural generation, **Tracery** is essential in helping people from various backgrounds (and myself) be comfortable w/ the concept of grammars. It was a step in my career growth and informed design/architecture of a commercial **game** in development now.

 **Voiceworks** @VoiceworksMag · May 4
Come say hi to our online editor Rory at the @MCA_Australia zine today! Rory has how-to zines on digital writing using bitsy, **tracery** twine, plus some cute poem **game** zines 🤖 📖



 **Brian Bucklew** >.< @unormal · May 5
Replying to @unormal and @maeti
I'm seeing a huge amount of work being done in Qud and elsewhere (ink, **tracery**, etc) where **game** ontologies are being defined via "tags" which are essentially just edge relationships in a graph, and I just want to push that forward into a first order system a little more

 **Adina Shanholtz** ❤️🇺🇸 @FeyTechnologist · Mar 18
Replying to @GalaxyKate
Yoooo I'd love to meet you ir!
We just used **Tracery** in our Train Jam **game**!

 **Professor SpookyKitten** @yifatshaik · Feb 23
Avoiding working on UI by trying to finish prepping for class this week, we are going to design some clicker **games** using IdleGameMaker and **Tracery** and I am very excited about it (the students might be less so)

 **katy koOoOoOoOoOop** @katykoop · Dec 21, 2017
if you were playing a cute™ self-care game that featured a **pokemon**-esque village with a coven in it, what would you like to do there? (or please tell me something better)
(I'm trying to use **tracery.io** with twine to get cool randomized fun but there are SO MANY OPTIONS)

get self care tips from 🧜‍♀️	27%
get random tarot cards 🃏	36%
get emoji runes tossed 🍀	14%
get randomized spells ✨	23%

 **Martin Pichlmair** @martinpi · Aug 20
Next Tuesday I'll talk about Domain-Specific Languages for **game** development at @unity3d – think **Tracery**, ink, PuzzleScript, SCUMM, VGDL, ... Come join, it's free:



Copenhagen Unity User Group: Design (Free @ Unity HQ) - Unity
Unity is the ultimate game development platform. Use Unity to build high-quality 3D and 2D games, deploy them across mobile, desktop...
unity3d.com

 **Joël Franusic** @jf
... imagine writing a game with the jump physics of Super Mario 3, using Braid's graphics engine, with dialog powered by Tracery.

Progress

Always more bots!

...bots on Twitter

 **Jet Dillo** @jetdillo · Sep 28
I'm trying to decide if [@ythical](#) is a real company or an elaborate shen. Any sufficiently hip marketing campaign is indistinguishable from parody.

3 1

 **Jet Dillo** @jetdillo · Sep 28
Actually, I think I'm going to revise this to: "Any sufficiently hip marketing campaign is indistinguishable from a [@mcsweeneys](#) post"

2 2

 **ythical** @ythical
Replying to [@jetdillo](#) and [@mcsweeneys](#)
Delighted to reflect that my bot fun may be sufficiently hip! I just wanted a chance to play with [@GalaxyKate](#)'s Tracery. Hope to revise bot to be more clever and less redundant too.

 **Theo Menard** @Theoremnd · May 31
I made another **bot** with [@GalaxyKate](#)'s Tracery that tweets randomly generated pieces of (not-)wisdom. RTs appreciated since I have 0 exposure. 🤔

 **Wise Old Bot** @WiseOldBot · May 31
Explore satisfaction in contemplation.

 **liz @ recurse center** @Ecmoy · Jun 13
finally made the terrible **bot** of my dreams [@carlyraejodo](#) with resources from [@NoraReed](#) + [@GalaxyKate](#) and i look forward to making it even more horrible

 **Tanya X. Short** @tanyaxshort · Sep 17, 2018
Replying to [@GalaxyKate](#)
As co-editor of a textbook on procedural generation, **Tracery** is essential in helping people from various backgrounds (and myself) be comfortable w/ the concept of grammars. It was a step in my career growth and informed design/architecture of a commercial **game** in development now.

 **Kate Compton (doctor of weird ai)** @GalaxyKate · 11h
I made a new **bot**!

[@art_omens](#) produces [#GoodOmens](#) writing prompts and evocative image captions to inspire your [#inktober](#).

 **Lost Omens Art** @art_omens · 11h
A negotiation between Heaven and Hell, not the best time for a spot of brunch, but Crowley has a terrifying surprise for Aziraphale

 **lady annabelle of the astral library** @yayannabelle · Aug 16
[@GalaxyKate](#) hi! the Tracery website says to let you know about things made with Tracery: [@redorgreenapple](#) is my first lil **bot**! usually provides a red or green apple every half an hour, but sometimes things get weird

  or ? [@redorgreenapple](#) · Aug 11
 ultra rare summon!

 **spindlewheel bot** @spindlewheelbot · Jul 15
spindlewheel **bot** was created using Cheap **Bots**, Done Quick! which was created by [@v21](#) and uses the Tracery framework designed by [@GalaxyKate](#).

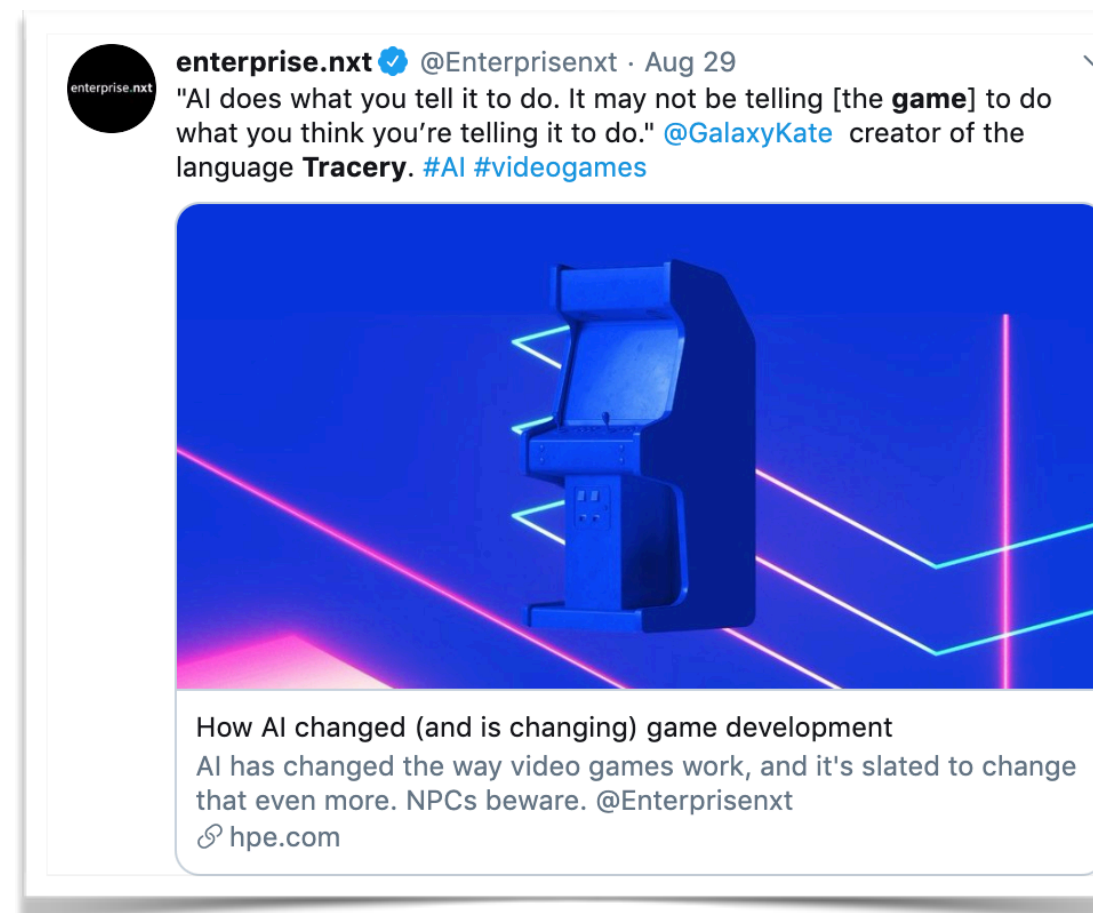
Progress

Talking to new (and existing) users

- Project Niantic (Pokémon Go)
- Funomena
- Financial Times, London
- The Turing Institute, London
- Queen Mary College
- York University
- CTRL-Labs (now in Oculus)
- GX42
- Adam Savage

Invited Talks:

- 6/8 Invited talk with Indexical (local experimental music group)
- 8/26 Showing generative game at FDG 2019
- 9/11 Keynote at IGGI
- 10/12 Keynote at AIIDE (next week!)



Progress

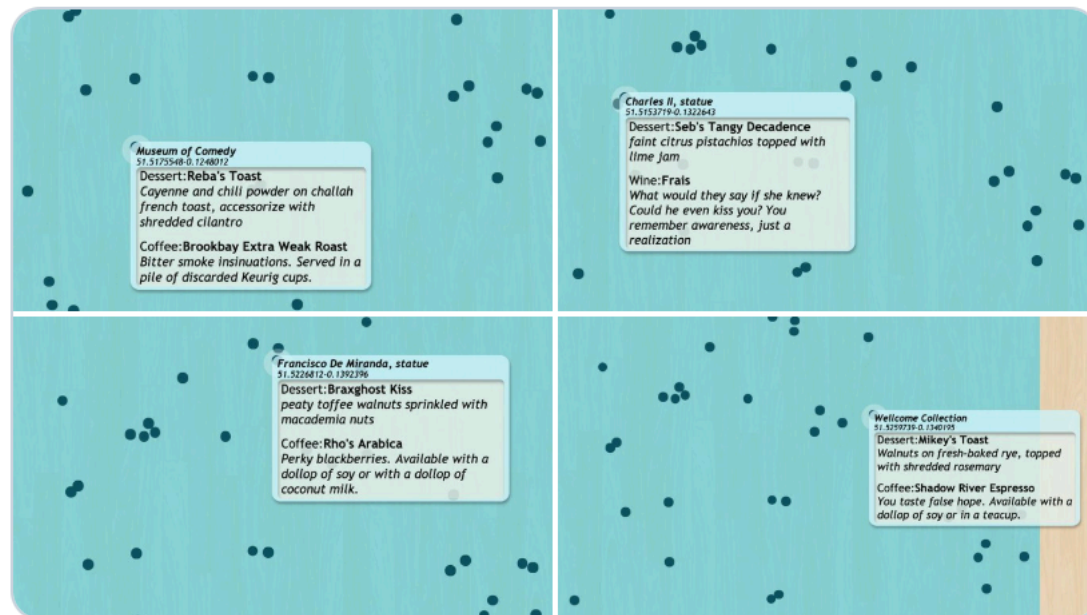
Experimentation



Kate Compton (doctor of weird ai) @GalaxyKate · Sep 6
Experiments in **Tracery**:

Bootleg **Pokemon Go**, but with **Tracery**, where Pokestops have generated poems instead of punchy monsters.

(somewhat inspired by @arnicas rats-of-nyc)



*Using seed-value generated Tracery
as an augment reality game*

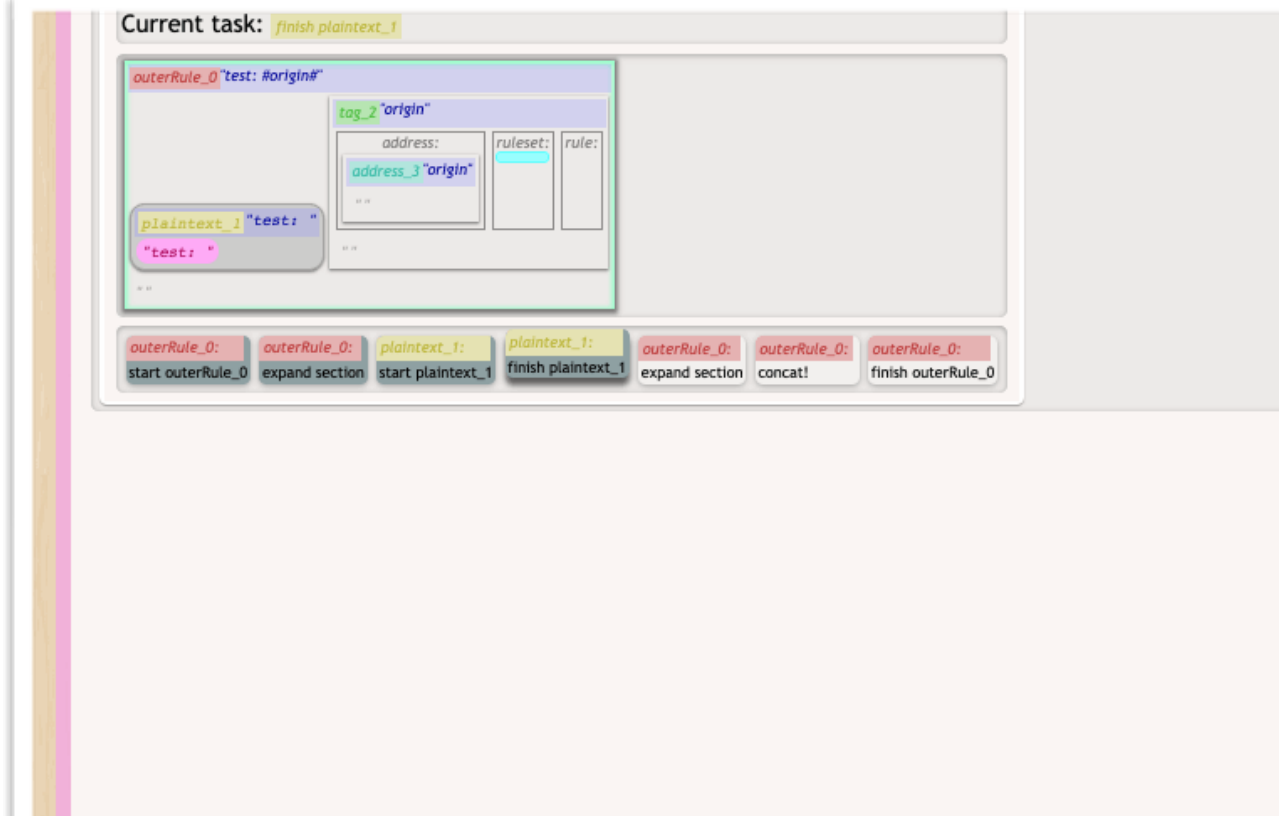


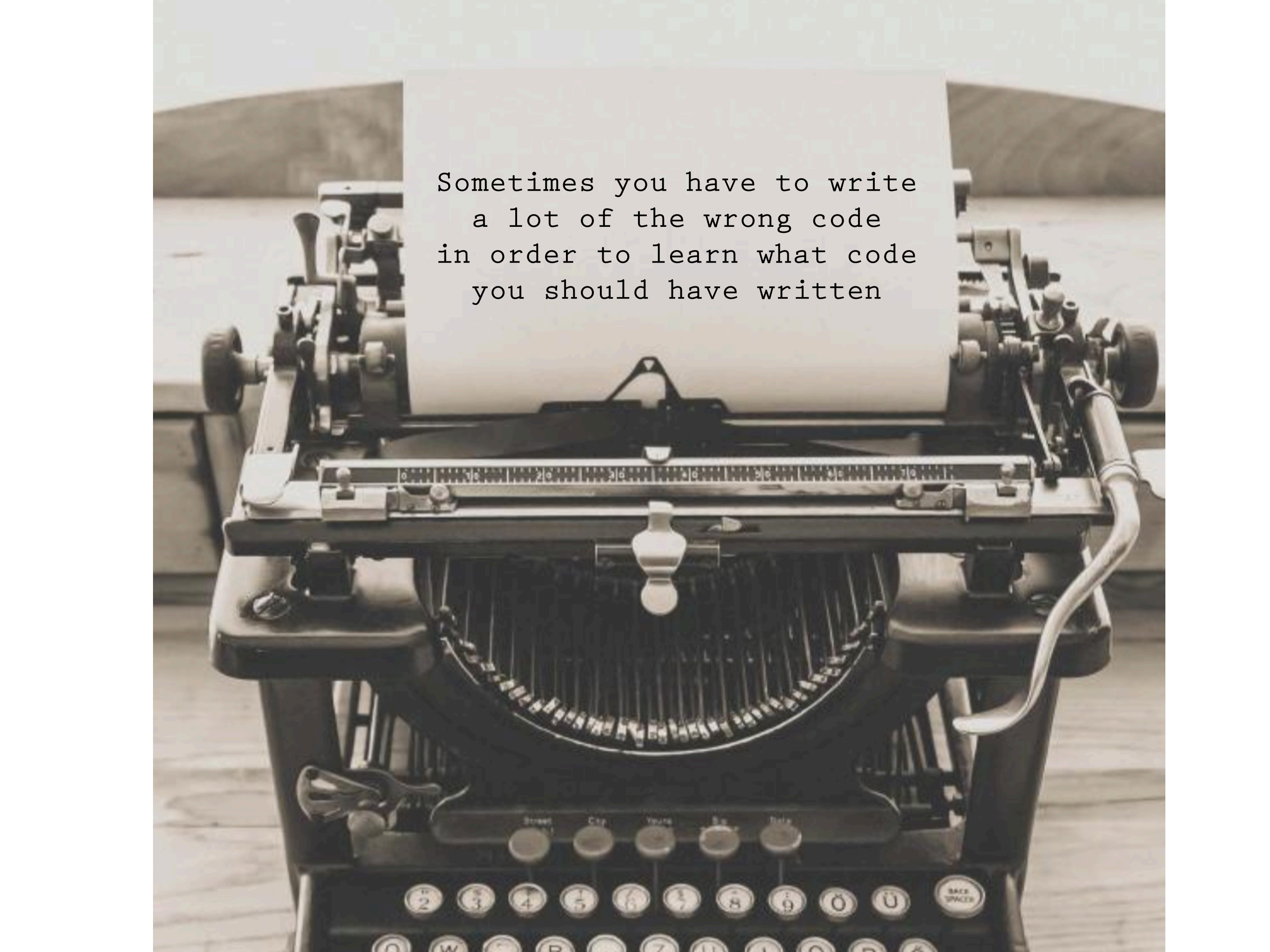
Max Kreminski SOON **Roguelike Celebration** @maxkreminski · Aug 29
collected a full hand of @GalaxyKate-generated **cards** based on my papers at #fdg19



Tracery + conference proceedings = generative card game

Asynchronous Tracery



A vintage typewriter with a sheet of paper inserted. The typewriter is dark-colored with a silver-colored carriage and a curved keyboard. The paper has a message written on it in a monospaced font. The background is a light, textured surface.

Sometimes you have to write
a lot of the wrong code
in order to learn what code
you should have written

Progress

As requested:

Cleaned up & shipped a newly rewritten Tracery1.0 & Tracery0.0 (with more flexible modern module syntax)

Clarified syntax for different Tracery versions (useful for ports)

What's new in Tracery 2?

Tracery 0.0

Features: only tags (“#key#”)

Example syntax: "#color# #animal# went to the beach"

Expansion controlled by: simple recursion (the only true context-free Tracery)

Portability: trivial (we've assigned it to first year CS students!)

Tracery 1.0

Features: tags, modifiers, push/pop actions

Example syntax: “[myChar:#animal.capitalize#]#myChar# went to #location.a# and #myChar# saw a flock of #bird.s#[myChar:POP]”

Expansion controlled by: a TraceryGrammar object, which contains

- base expansion rulesets for each symbol
- overlay stacks for each symbol (written to with push/pop actions)
- a dictionary of modifiers
- `rng` & `selectRule` (overwritable functions so users can specify their own selection mechanics and random number generation)

Portability: a challenge, but doable for most languages

Tracery 2.0

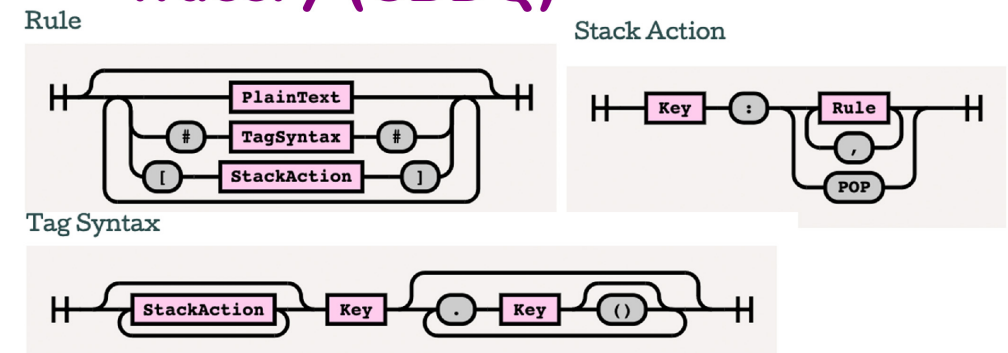
Features: tags, modifiers (with parameters), push/pop actions, conditional rules, asynchronous expansion, filters, list comprehensions to create new rulesets dynamically, dynamic and world-state addresses ("`#animal{region}#`", "`#/players/{playerNumber}/weapon#`")

Expansion controlled by: a TraceryContext object, which contains

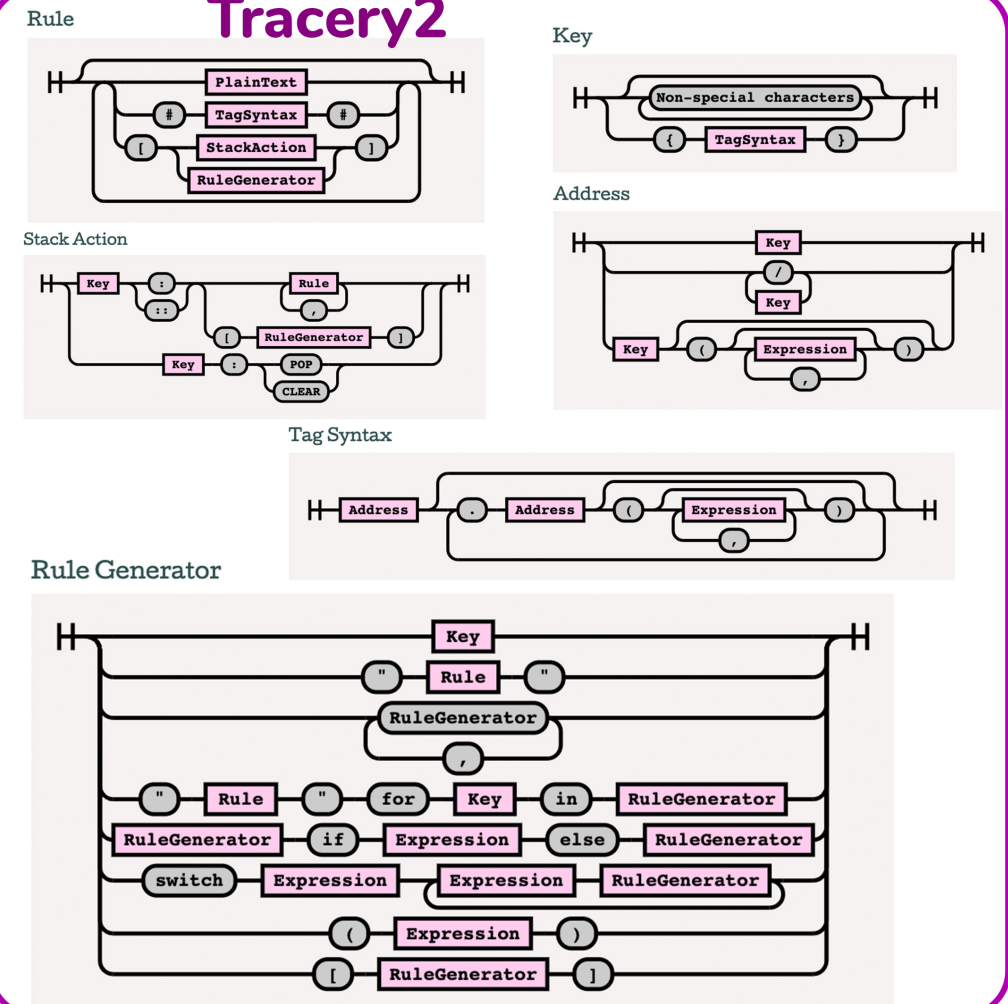
- base expansion rulesets & overlay stacks
- dictionaries of modifiers & functions (called in actions)
- `rng` & `selectRule`
- a “worldObject” external object that can be accessed as though it were a symbol

Portability: expert only!

Tracery (CBDQ)



Tracery2



Progress

Tracery2 and Chancery are...still under construction

rewriting central architecture to improve stability and portability

Goal: almost as easy to write & bug-free as Tracery 1.0 (this is hard!)

Ery Spec

Grammar: author: string author
date: string date
foo: number
newTracery: boolean
version: string
rules: RuleDictionary

RuleDictionary: Dict of RuleSet

RuleSet: • RuleSingle
• RuleArray
• RuleCase

RuleSingle: string Tracery

RuleArray: Array of RuleSet

RuleCase: caseRule: RuleSet
caseResults: Dict of RuleSet

RuleUnderThreshold: thresholdRule: RuleSet
thresholdTag: string
thresholdResults: Array of ThresholdRuleSet

ThresholdRuleSet: threshold: number
ruleset: RuleSet

Raw Data

author: RudyWei
date: 2019-06-26T01:01:27.214Z
foo: 0.3353944758902563
newTracery: true
version: Mystery for Her Sorrow

rules: S_VITASTOY:
zeoris #S_SOOPAPPAY.M_STHIONANIA# ifnagnae #S_DHRU.M_PHLIGNANIOS# xei
#S_DHRU#,que chang'ea,brang'ius #S_GIONI# whiontel

S_Pi: caseRule: #S_Pi#,#S_TOONIUS#
caseResults: tafasty:
shing janei #S_TOONIUS# #S_Pi# ionuky
llartam #S_SOOPAPPAY# isis

nappea: caseRule: #S_DHRU.M_EONEA#
caseResults: phiontuky: #S_VITASTOY#,llirtay m
thlartia: ovinae
pi: stiarilla
nappea: #S_BREORUKANG#

sculli: fris #S_ALLEINY#
dhroopukon: astianeorae,fovifni,mi #S_CHRING#
quininae,#S_BREORUKANG.M_PHLIGNANIOS#

cignie: caseRule: lia,#S_Pi#
caseResults: skaireunay: #S_VITASTOY.M_TARAM#
#S_SOOPAPPAY#,tentham
bu,zunisten,#S_VITASTOY#
shei phrinignie,#S_ALLEINY#
xallel: #S_GIONI#,binenti chy
eren'en,#S_ALLEINY.M_STHIONANIA#
xee: #S_TOONIUS.M_EORAGNEA#
miseoru: arlunacky
frunoy: iky
cignie: #S_CHRING#,#S_DHRU#
euneorionie,#S_DHRU#

S_SOOPAPPAY: gisoony

Editor data

author: RudyWei
date: 2019-06-26T01:01:27.2
foo: 0.3353944758902563
newTracery: ☒
version: Mystery for Her Sorrow

rules: S_VITASTOY:
zeoris #S_SOOPAPPAY.M_STHIONANIA# ifnagnae #S_DHRU.M_PHLIGNANIOS# xei
#S_DHRU#,que chang'ea,brang'ius #S_GIONI# whiontel

S_Pi: caseRule: #S_Pi#,#S_TOONIUS#
caseResults: tafasty:
shing janei #S_TOONIUS#
#S_Pi# ionuky xackartia
llartam #S_SOOPAPPAY#
isis

nappea: caseRule: #S_DHRU.M_EONEA#
caseResults: phiontuky: #S_VITASTOY#,llirtay m
thlartia: ovinae
pi: stiarilla
nappea: #S_BREORUKANG#

sculli: fris #S_ALLEINY#
dhroopukon: astianeorae,fovifni,mi #S_CHRING#
ukafistia
quininae,#S_BREORUKANG.M_PHLIGNANIOS#

cignie: caseRule: lia,#S_Pi#
caseResults: skaireunay: #S_VITASTOY.M_TARAM#
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xee: #S_TOONIUS.M_EORAGNEA#
miseoru: arlunacky
frunoy: iky
cignie: #S_CHRING#,#S_DHRU#

S_SOOPAPPAY: gisoony
chrae,mullera #S_Pi# ch
#S_CHRING#,una'y,entic allang #S_ALLEINY# sth
krea
threunaeanie
#S_GIONI#.slionappa #S

Progress

artbot.club is up!

Firestore auth login (email, google, anonymous)

Firestore cloud storage

LocalStorage anonymous data-persistence
(critical for classroom use!)

 ArtBotClub

[Browse](#) [Create a new](#)

Kate Compton

uaZpJfqKpwgnGwd1zg7eYmvctx23





Skeptical Temple

local user

harry is a little shit smutty

dating sim my life

7

6

4



Frei's Comedy

LavenderSkunk
kry_H9PS88

magical girls tech demo

science fiction theater

140

195

119



His Lavender Tavern

GreyElk
abairillol_WT936O

poetry narrative inspired by love

game

4

5



Her Scant

GarnetCorgi14
erea_96CH85

historical serious robots

4

6

1



Mang's Song

AffectionateMonkey5
ranianart_W1JT19

community space sorry not sorry

advice

140

209

137



Thran's Rose Ocean

IndignantZebra18
ring_8S7D81

5 + 1 words 100x100 challenge

advice robots



Waste of Sorrow

GarnetQuail
king_G1NP53

prompt fill adaptation fluff words

pet sim feels casual creator jam

1

1



Last Mant

Angrylbis37
ste_X7C11T

easy fanfic rpg puzzle room

chatbot space



My Quizzical Tavern

JubilantDikdik10
tikla_DP1VW5

sad character game

24

33

23

GarnetQuail
king_G1NP53

Waste of Sorrow

LOCAL_wasteOfSorro

prompt fill adaptation fluff words pet sim feels

casual creator jam

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Thank you for your time

Kate Compton, Tracery2/Chancery

