onnai.

Services As Software

Dynamic NPCs & Living Worlds

AI-Powered Game Development

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The Problem: Static Worlds, Scripted Characters

Traditional NPC Development

- ▶ Writers create **thousands** of lines
- ▶ Dialogue trees are rigid
- ▶ Players exhaust content fast
- ▶ No memory of past interactions
- ▶ Expensive to localize

Player Expectations

- ▶ NPCs that **remember** them
- ▶ Reactions to world events
- ▶ Unique conversations every time
- ▶ Characters that feel alive
- ▶ Emergent storytelling

"Why does the shopkeeper still greet me like a stranger after I saved the world?"
— Every RPG player, ever

Onnai: Characters That Live and Breathe

NPCs with **memory**, **personality**, and **context**.

```
$       echo "I saved your village from the dragon" | Blacksmith
"respond in character"
```

"Aye, and I'll not forget it. That beast killed my brother last winter. Your coin's no good here, hero. Take what you need—and if you ever need a blade reforged, you come to me first."

★

Persistent Memory
NPCs remember player history

↺

World-Aware
React to events & state

↺

Infinite Dialogue
Never the same twice

Use Case: Dynamic NPCs

Every NPC Becomes Memorable

- ▶ Context-aware personalities
- ▶ Memory of past player interactions
- ▶ Emotional state tracking
- ▶ Relationship progression
- ▶ Reactive to world events
- ▶ Consistent voice & mannerisms

Works For:

- ▶ Quest givers & merchants
- ▶ Companions & party members
- ▶ Enemies & bosses (taunts!)
- ▶ Background NPCs

```
# tavern_keeper.persona

- Grizelda, 50s,
world-weary
- Owns The Rusty Flagon
- Knows all local rumors
- Gruff but fair
- Hates nobility
- Secret: former
adventurer

# Automatically stays in
# character, every time
```

Use Case: Procedural Quests & Stories

Infinite Content, Lore-Consistent

```
$  echo "player_level: 12, region: swamp, reputation: feared" |
QuestGiver "generate quest"
```

The Sunken Temple: Fishermen report lights beneath Black Marsh. An ancient temple has risen—and so have its guardians. The village elder offers a family heirloom: a ring that lets the wearer breathe underwater. But why does he seem so eager for you to go?

Level-Appropriate
Scales to player progression

Branching Narratives
Player choices matter

World-Integrated
Connects to existing lore

Use Case: Living World Narration

Atmospheric Descriptions On Demand

```
$ echo "location: ancient_ruins, time: midnight, weather: storm"
| Narrator
```

"Lightning splits the sky, illuminating crumbling spires that claw at the clouds. Rain hammers weathered stones carved with warnings in a dead tongue. Somewhere in the darkness, something shifts—stone grinding against stone. The ruins remember you."

▶ **Dynamic Descriptions** — Weather, time, player state
▶ **Discovery Moments** — First-time location reveals
▶ **Combat Narration** — Epic boss intros, death scenes
▶ **Lore Dumps** — Readable books, inscriptions, journals

How It Works: The Mimic System

Character names, not model configs.

Pre-built archetypes:

```
onnai --add QuestGiver
onnai --add Merchant
onnai --add Narrator
onnai --add Antagonist
```

Custom .persona files:

```
Grizelda.persona
KingAldric.persona
TheShadow.persona
ShipAI_Companion.persona
```

CLI for dev tools ● API for runtime ● Chat for testing
Same character, consistent personality, every platform.

Engine Integration

Works With Your Pipeline

REST API

Unity, Unreal, Godot—
any engine.

```
POST /api/chat
{"model": "Grizelda",
 "context": {...},
 "message": "..."}
```

Dev Tools (CLI)

Batch dialogue generation,
testing, iteration.

```
cat scene.txt |
Narrator "describe" |
tee output.txt
```

Context Injection

Pass game state:
player stats, world events,
relationship scores.

```
.context files or
API parameters
```

- ▶ **Low Latency:** Sub-100ms responses for real-time dialogue
- ▶ **Streaming:** Character-by-character for typewriter effects
- ▶ **Caching:** Common responses cached, rare ones generated

Live Ops & Seasonal Content

Update Your World Without Patches

Real-Time Events
- ▶ Holiday-themed NPC dialogue
- ▶ Limited-time quest narratives
- ▶ Community-driven storylines
- ▶ A/B test narrative hooks

Rapid Iteration
- ▶ Update .persona files server-side
- ▶ No client patch required
- ▶ Roll back instantly if needed

```
# winter_event.context

The realm is gripped by
an unnatural frost.
The Frost Queen has
returned after 1000 years.
All NPCs are aware and
react accordingly.

# Push to production.
# Every NPC updates.
```

Results That Matter

70%
Faster
dialogue pipeline

Weeks → Days

25%
Higher
player retention

NPCs players remember

∞
Unique
conversations

Never repeats

> *"Onnai transformed our dialogue pipeline. What used to take weeks now takes hours. Our NPCs feel alive, players are more engaged, and we can iterate on storylines instantly."*
>
> — Creative Director, 50-person indie studio

Studio Services

Implementation

- ► Engine integration support
- ► Character design workshops
- ► Lore consistency training
- ► Performance optimization
- ► Forward-deployed engineers

Content Safety

- ► ESRB/PEGI alignment
- ► Custom content filters
- ► Player safety guardrails
- ► Audit logging

Infrastructure

- ► Dedicated capacity
- ► Global edge deployment
- ► 99.9% uptime SLA
- ► On-premise option

Support

- ► Dedicated success manager
- ► 24/7 launch support
- ► Quarterly reviews
- ► Custom feature dev

Simple, Predictable Pricing

Indie
$99/mo

Dev team up to 5
100K API calls/mo
Standard Mimics
Community support

Perfect for prototypes

MOST POPULAR
Studio
$499/mo

Unlimited devs
1M API calls/mo
Custom personas
Priority support

For shipping games

Publisher
Custom

Unlimited everything
Dedicated capacity
On-premise option
Launch support
SLA guarantees

For AAA & live service

Volume discounts available. Runtime pricing scales with MAU.

Ready to Bring Your World to Life?

Schedule a free discovery session

30 minutes. See a demo with your characters.

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