

Build a
Multi-Agent
Role-Playing
Game Master
with
Spring AI
& AWS

WHAT DOES A GAME MASTER DO?

PRE-SESSION PREPARATION



- Map & Encounter Design



- Monster & NPC Stats



- Loot & Rewards Planning



- Player Sheets Updated



- Key Story Points & Plot Hooks



- Organize Rules Stats (Ready)

DURING SESSION EXECUTION



- Summarize Previous Session



- Describe Environment



- Roleplay NPCs



- Track Turns & Resources



- Adjudicate Rules and Narrate Results



- Make Players Have Fun



The team



Arnaud Jean
Developer Advocate @ 



(aka: The Witcherish)



YOU

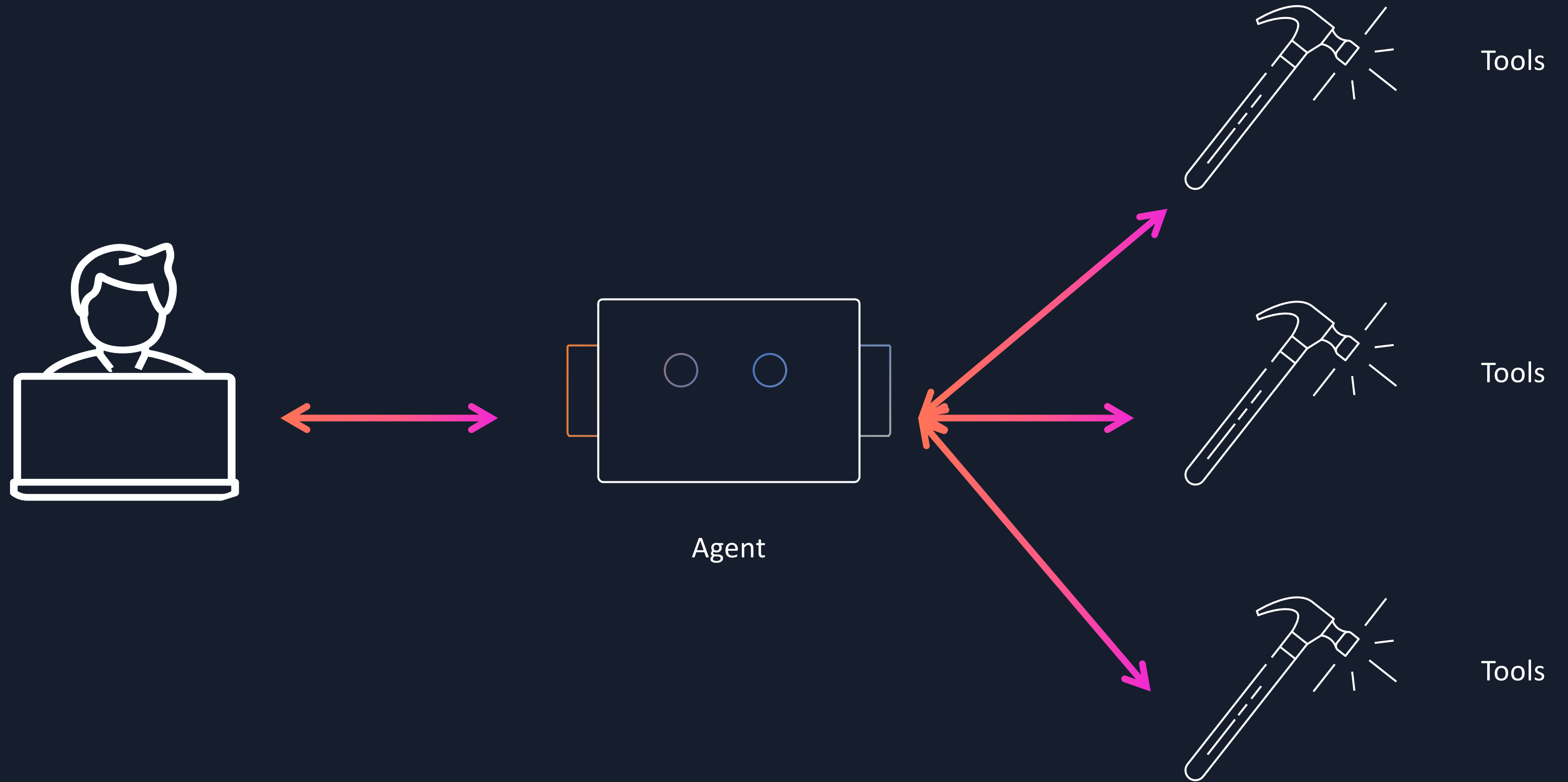
(aka: Your Character's Name)

What is an LLM?

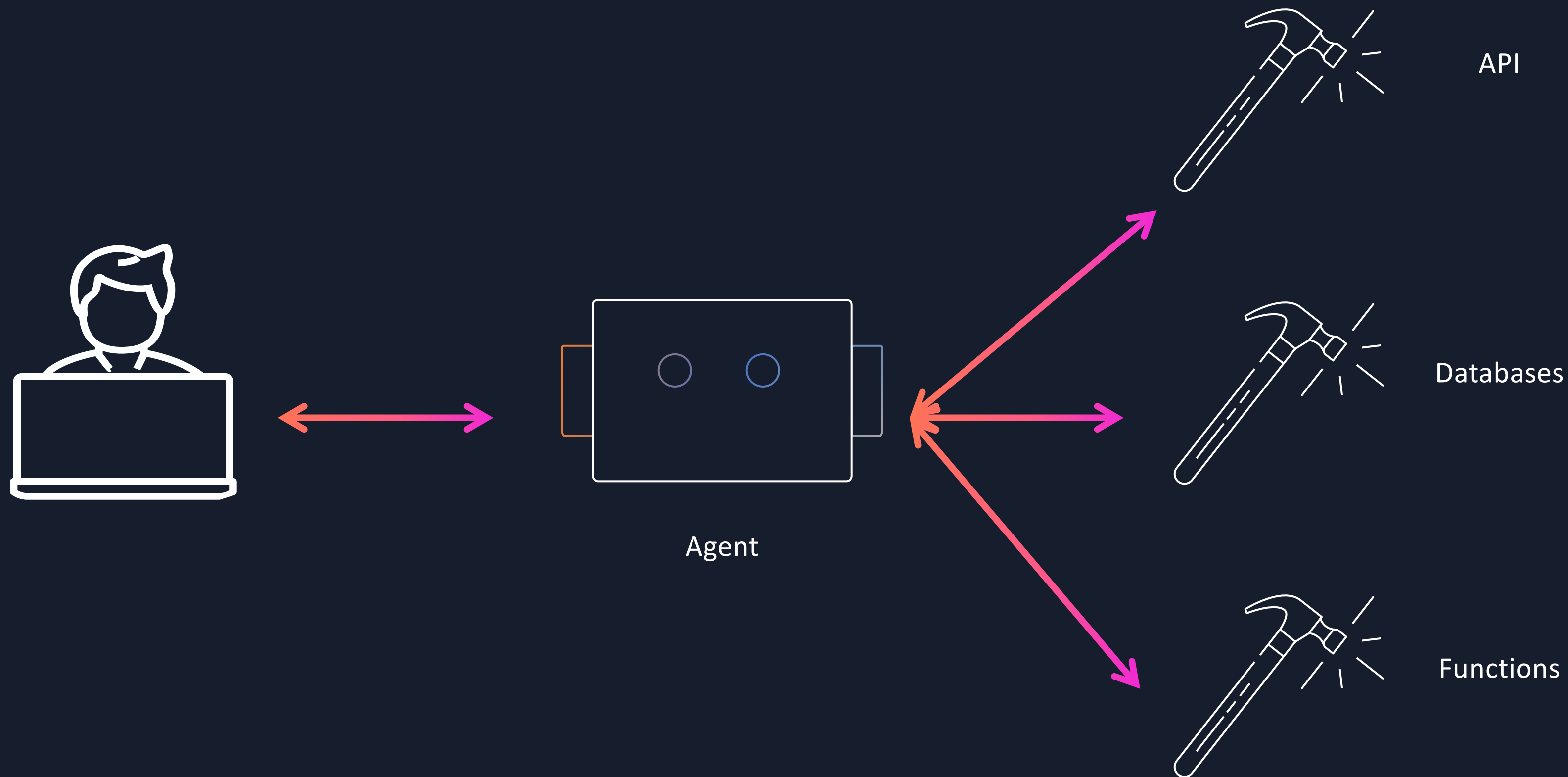


LLM = Large Language Models

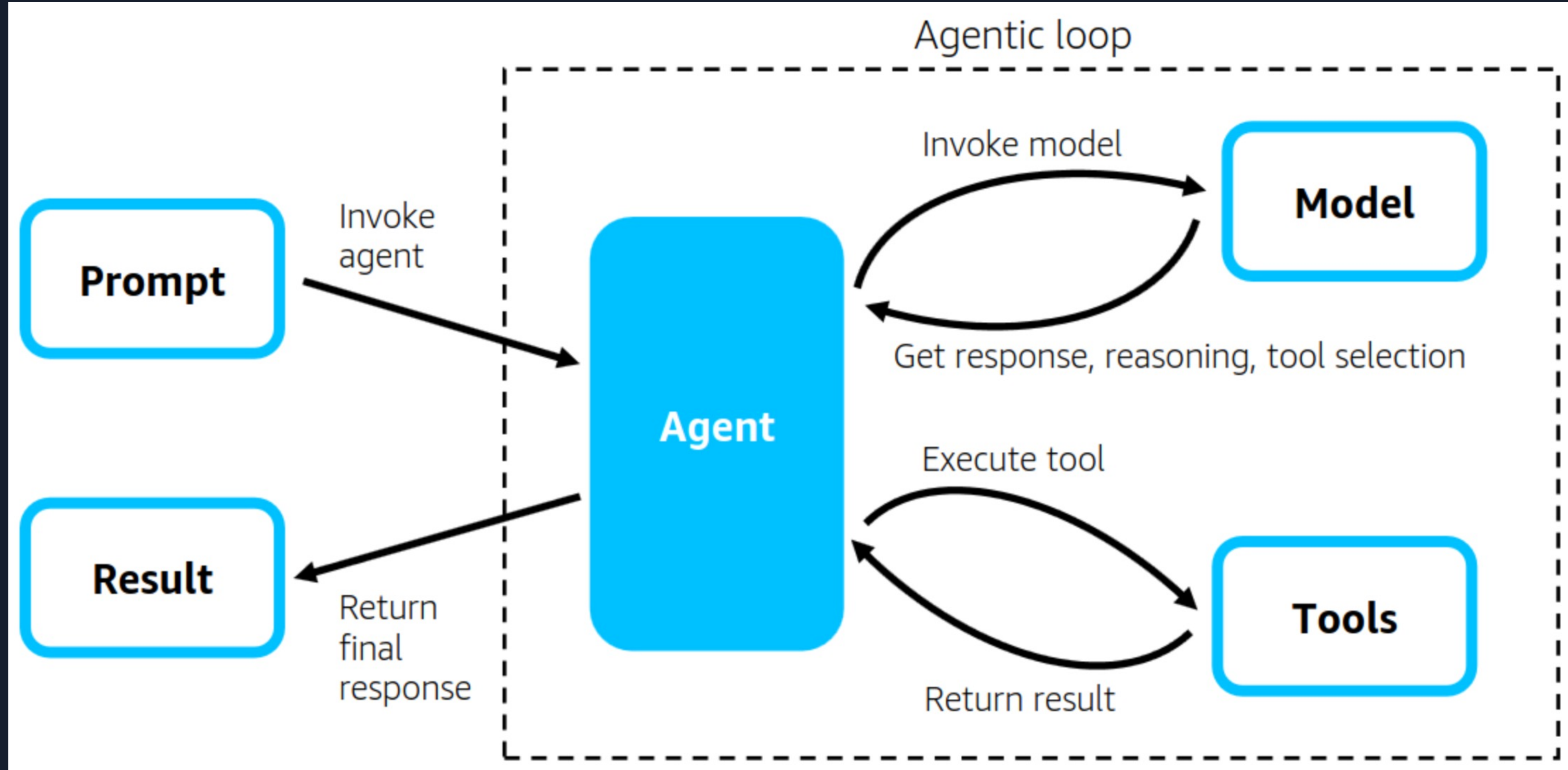
What is an agent?



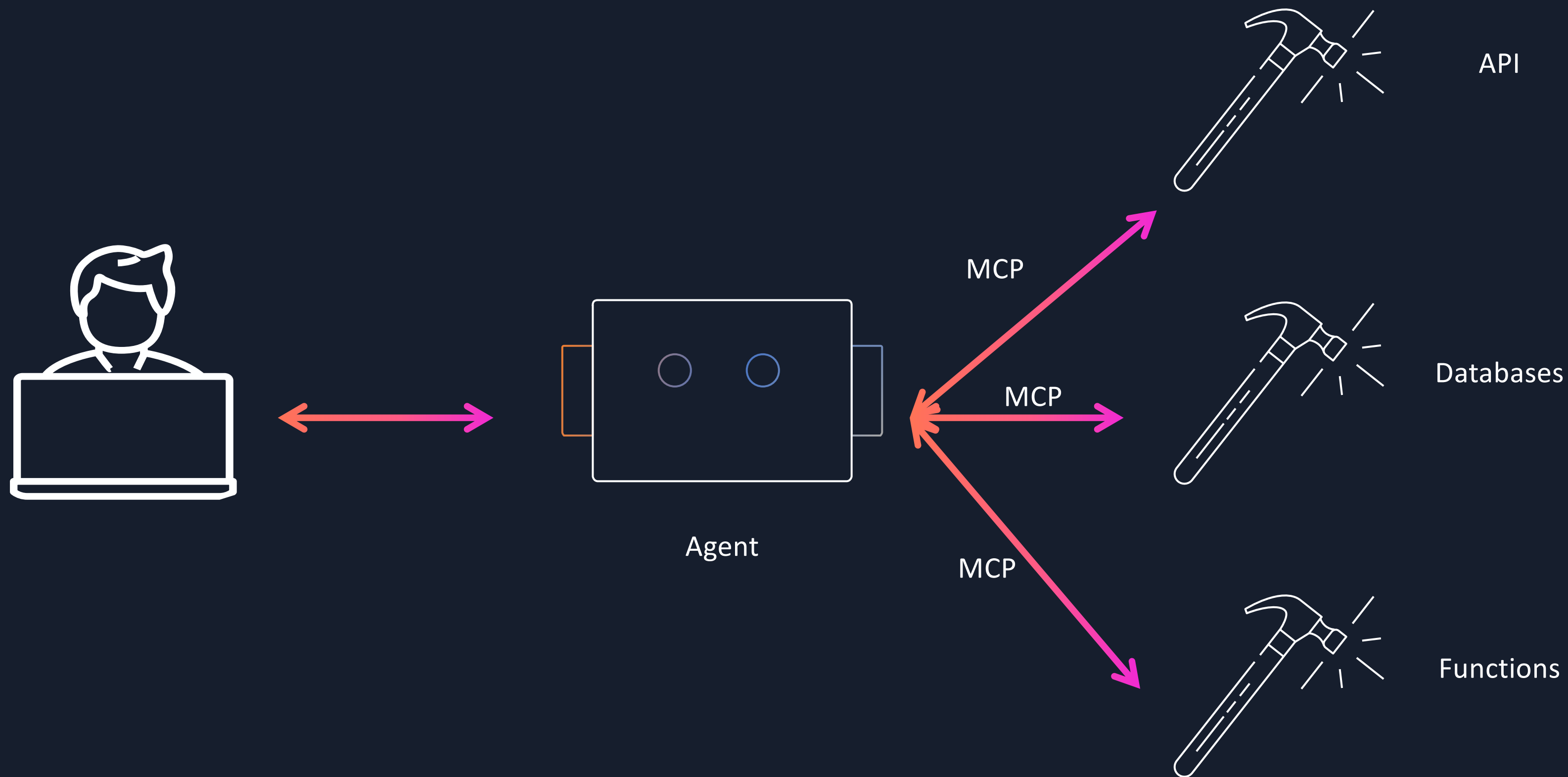
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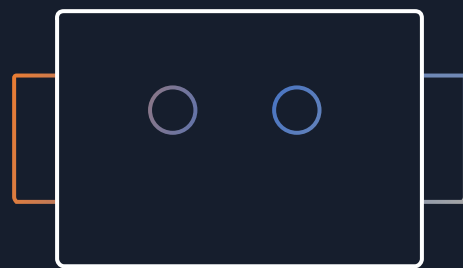


What is MCP?

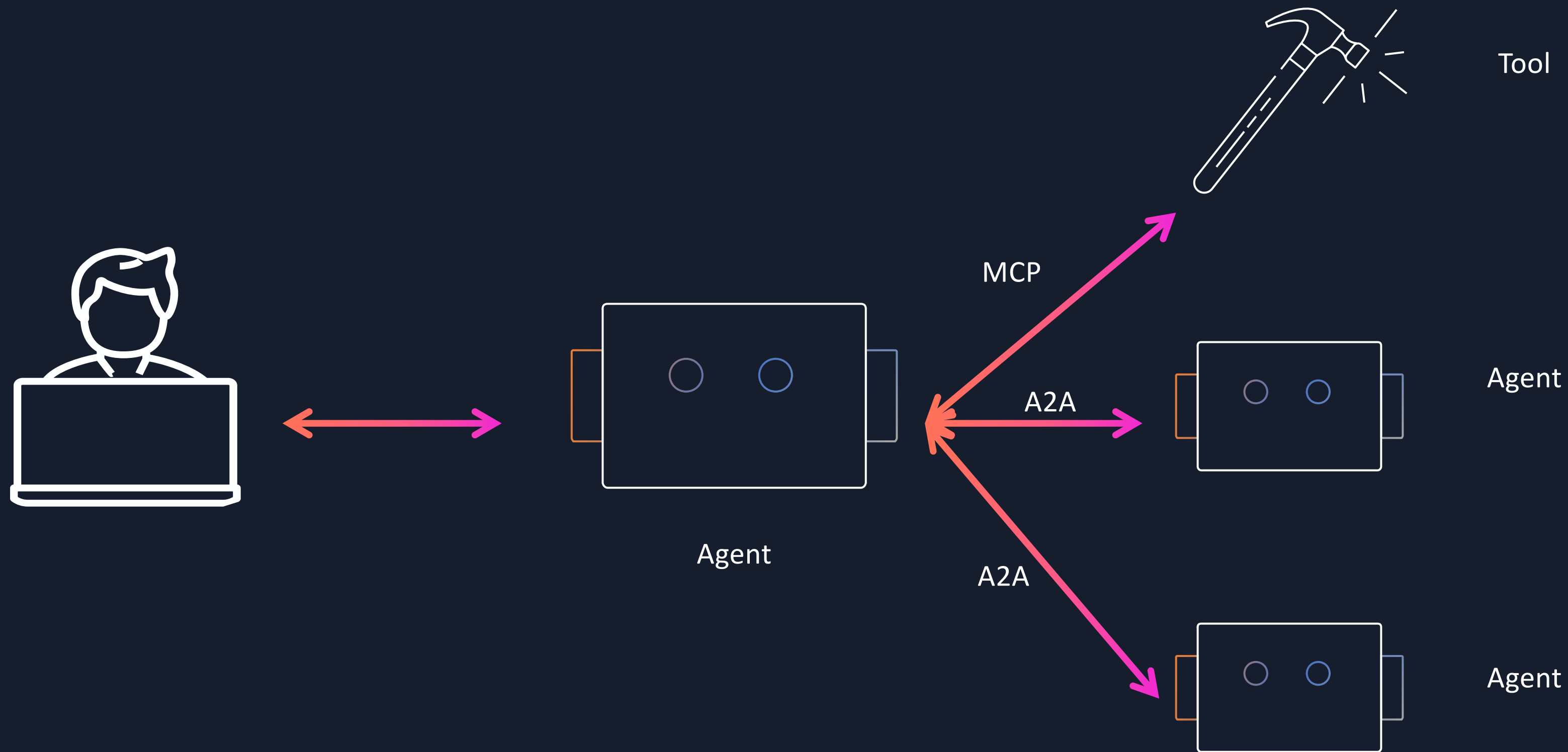
Model Context Protocol

Standardizes how AI agents connect to services like APIs, third-party tools...

Like HTTP but for AI agents



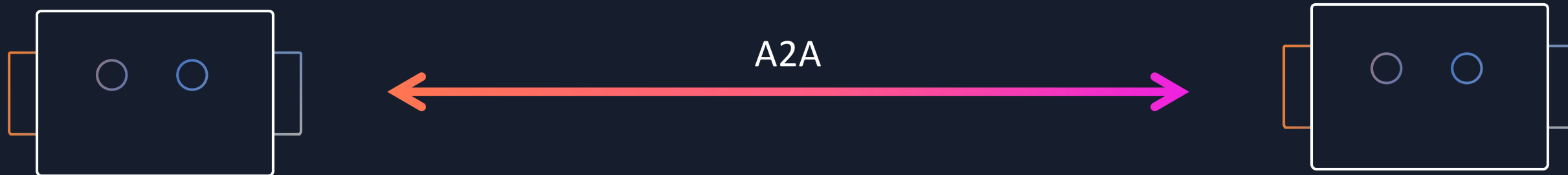
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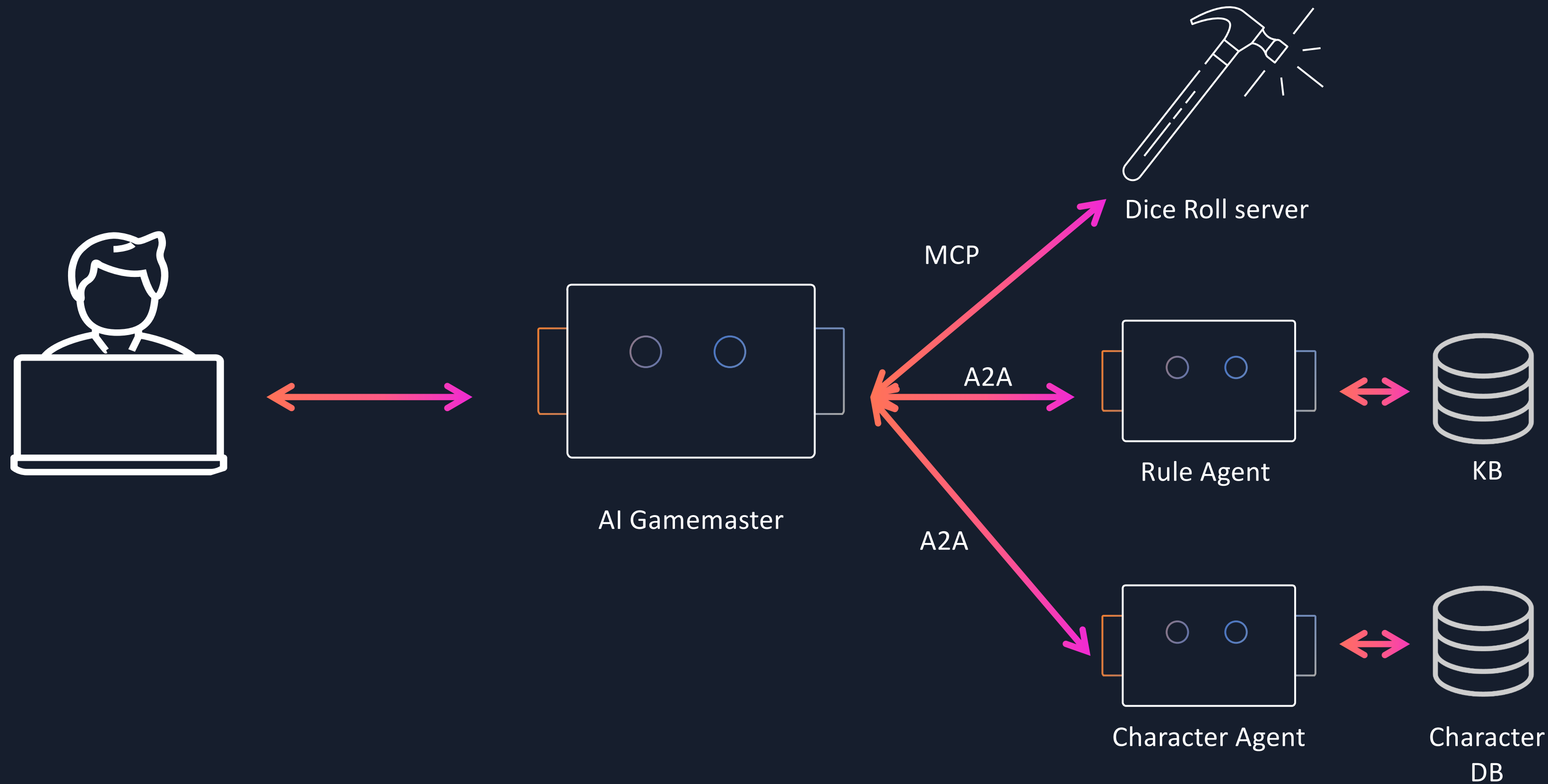
What is A2A?

Agent2Agent protocol

Standardizes the way AI Agents discover each other and
communicate



What we will build all together



< Hello, World! >

Spring AI (Community) +

- Spring ecosystem design principles as the building blocks of an application to the AI domain
- Supports MCP and A2A protocols



Let's Code

AWS ❤️ JAVA

