

To: Junior Associates of Copyright Law
Date: April 1, 2024
Re: Aeon Productions, LLC

Memorandum
Project III: *Legal Ramifications of AI Art*

On April 1, 2023, I met in my office with Yuna about the ongoing progress of *Summershire Stories*. Yuna came and executed a nonexclusive licensing agreement for the sound recordings she had provided pursuant to a standard licensing agreement that I prepared on her behalf.

Additionally, Yuna disclosed to me that she used generative AI systems to aid her in the creation of her project. You are to prepare a memorandum of law based on this new information, so that I can assess the legal ramifications of Yuna's actions and previous nondisclosures to the firm.

The Godbook¹

Yuna informed me that she created the *Summershire Stories* Godbook using Claude AI, a generative AI owned and operated by Anthropic. During the creative process, she would provide Claude initial prompts and then edit the responses to fit the needs of her project. She also refined the outputs by re-entering previous prompts with new instructions. An abridged appendix of her inputs with Claude AI's outputs follows this memorandum. (Appendix "A").

Audiovisual Assets

The pictures in the Godbook and art asset Dropbox were generated using Dreamstudio. Yuna inputted the physical descriptions of each character and location based on the Claude AI generated responses, iterated on each 10-15 times, and then edited them in photoshop until she was happy with the final output.

Deliverables²

1. Re-review the Copyright Office's Office Actions in the *Zarya* case (on Canvas).
2. Review the Complaint in *Getty Images v. Stable Diffusion* (on Canvas).
3. You will individually **prepare a memorandum of law**:

¹ Sans Serif, Century Gothic Typeface represents AI outputs.

² [This project is subject to a Creative Commons BY-NC-SA-4.0 License](#)

- If you are working alone, you must write on whether Yuna could raise **fair use** as a defense to a claim of copyright infringement should the owners of the copyrighted materials used by these generative AI systems sue her for infringement.
 - If you are working with a partner, one person will write on fair use. The other will write on whether Yuna can claim **authorship** of the output as a derivative by considering if her additional editorial contributions to those outputs is sufficiently creative enough under §102.
4. You are permitted to work with, share research, or discuss this project with your partner, but your final submission must be your own work and will be evaluated as such.
 5. There is ongoing litigation on these questions, but no reported or published decisions. You need to locate any relevant ongoing cases and discuss them. I have provided one of them as a starting point. (*Stability*).

Formatting

- Do not exceed 10 pages. Use single space, twelve-point, serif-font. Format as a legal memorandum address to senior partner.
- Do not discuss any registration issues with the Copyright Office, including our failure to disclose to the office Yuna's use of AI in the creation of her filed works.
- If you work with a partner, you should submit your individual memorandums separately on Canvas.

This project is due by Monday April 29, 2024, at 5:00 PM.

Appendix "A"

You are a video game designer working on a game called Summershire Stories. The game is about a village of cute anthropomorphized animal villagers and their daily lives. The game is similar in initial tone to Nintendo's Animal Crossing, but should have a dark secret plot twist. Come up with names for five of the most important villagers and the type of animal they are. Describe how each of them look.

Here are 5 villagers for Summershire Stories:

Pepper Rabbit - A cheerful and energetic brown rabbit with big floppy ears. She wears a red bow on one ear and a matching red vest.

Grizzly Bear - A gruff but kindhearted brown bear who wears glasses and a tweed vest. He has graying fur and walks with a slight hunch.

Raven Crow - A mysterious black crow who wears a purple witch's hat and cloak. Her feathers are dark and sleek.

Rosie Pig - A sweet pink pig with curly hair. She wears a blue polka dot dress.

Wolfgang Wolf - A cool grey wolf who wears a black leather jacket. He has piercings in one ear and spiky fur.

The charming village hides a secret that some of the villagers may be involved in. I tried to create a diverse cast of characters with distinctive looks that could play different roles in the story. Let me know if you would like me to expand on any of the villagers or modify them. I'm happy to brainstorm more name and character design ideas as you develop the game concept.

Draft a plot summary for the game, include the dark plot twist. Use these 5 characters within the story.

Here's a draft plot summary incorporating the 5 villagers:

Welcome to the charming village of Summershire, home to talking animals living in peace and harmony. You play as Pepper Rabbit who just moved to town. She quickly makes friends with the other villagers like kind Grizzly Bear who runs the general store, mysterious Raven Crow who practices magic, fashionable Rosie Pig, and cool Wolfgang Wolf.

At first, Summershire seems like the perfect, happy village where no one ever leaves. But as you complete tasks and interact with the villagers, strange clues begin to emerge that not everything is as it seems. Wolfgang begins acting suspicious, avoiding questions

about his past. Grizzly gets unusually angry when asked about an old abandoned house on the edge of town. And Raven seems to be hiding a powerful secret behind her magic spells.

Things take a dark turn when Rosie Pig suddenly goes missing. Through investigating her disappearance you learn that some of the villagers are part of a dangerous cult that summons evil spirits. They maintain the illusion of a happy village to lure in new members like Pepper. In a shocking twist, Rosie was actually a cult member who got cold feet and tried to escape, so the other cult villagers kidnapped her to keep their secrets.

To save Rosie and escape the cult's clutches, you have to navigate the twisting secrets and motives of the animal villagers. In the end, you can choose whether to expose the cult and free the town, or join the cult yourself for access to powerful magic, at a great moral cost.

Let me know if you would like me to modify or expand on this plot summary draft as you continue developing the game concept! I tried to incorporate plot twists and dark elements while keeping the cute animal villagers you designed. There's lots of flexibility for taking the story in different directions.

Change the horses background to make him a farmer who works most of the village's fields.

Here is an updated description and bio for the horse as a farmer character:

Hooves the Horse - A large brown workhorse who wears a straw hat and simple cloth smock. He has a shaggy mane and tail. Hooves speaks with a country accent and has an earnest, hardworking demeanor.

Bio: Hooves comes from a long line of farmer horses that have tilled the soils around Summershire village for generations. He took over the family farm after his father retired, becoming the primary provider of crops for the entire village.

Hooves works tirelessly in the fields from sunrise to sunset, plowing, sowing, harvesting and more. His clothes and hat are always dirty from long days spent tending the land. Though the work is tough, he enjoys the simple life of a farmer. Hooves dreams of one day passing the family farm down to his own foals. He supplies much of the food and resources that support the village's daily life. His diligent efforts in the fields allow the other villagers time to focus on their own trades and interests. Hooves represents the humble, hardy backbone of traditional rural farm life around which the village is built.

Let me know if you would like me to modify Hooves' background or description in any other ways. I aimed to create a simple farmer horse character that contrasts with the knight version, while still fitting into the rustic village setting. There's lots of room to add

more details about his daily routine, relationship with the land and other villagers, goals, etc.

You are further developing the plot of this game. The game starts with the human player character, who is generated using a character generator, comes to the village. The game starts off with the usual life simulation activities, including shopping in town, decorating your home, working genre appropriate jobs to make money, and so on. As the game progresses, the player character befriends the named characters, and the player slowly unravels the town's dark secret. Paralleling Orwell's Animal Farm, the town used to be own and run by Humans, but the animals staged an uprising and killed their human owners. Write a page long summary of the plot, building toward this plot twist. Include the involvement of the named animal characters. Hooves should be on the players side, the village pigs and raven should be the antagonists.

Here is a one page summary of the plot building up to the twist that the animals killed the human owners:

You arrive in the quaint village of Summershire, generated as a human character excited to start your new life. The animal villagers welcome you warmly, though some like Raven Crow and the Pig brothers Porkchop and Hamhock seem quietly suspicious of an outsider. The hard-working horse Hooves quickly befriends you, happy to have help tending the fields.

At first, you're enchanted by the slow pace of village life, decorating your little cottage, fishing at the pier, cooking with crops from Hooves' farm. But strange clues begin to emerge that something darker lurks below the surface. You find abandoned homes falling apart, boarded up and empty. When you ask Mayor Porkchop about them, he changes the subject.

Investigating further, you start to notice the animals have items that seem odd - cooking pots big enough to fit people, chains and locks in their barns. Hooves confides that some animals like Raven and the Pigs used to talk about "getting rid of the humans" years ago, but he thought they were just angry jokes.

One night, you catch Raven, Porkchop and others gathered in the woods chanting and burning strange symbols. They spot you watching and give chase! You flee to Hooves' farm, barricading yourselves in the barn, while the animals surround threateningly outside.

Safe for now, Hooves reveals the truth - the animals staged an uprising, killing and chasing off the human village owners. They spread rumors that humans had abandoned the village, then ruled themselves, making outsiders disappear. Hooves stayed only to protect the farms that feed everyone.

You have to escape this reversed world where animals rule over humans. Can you and Hooves reveal the truth and retake Summershire? Or will Porkchop and his cronies succeed at their violent rebellion? The fate of the village hangs on your choices.

Let me know if you would like me to modify or expand this plot summary draft as you continue developing the game concept! I aimed to slowly build intrigue and mystery leading up to the twist. There's lots of room to explore themes about power structures, prejudice, and morality. I'm excited to see where you take this story!

Revise the plot structure to better mirror Orwell's animal farm, including the meeting of pigs scene. * * * Revise the plot structure to follow the standard three plot story structure. The player should not learn of the secret uprising until the end of the second act. * * *³

Here is a revised three act plot summary for the game:

Here is a one page summary following the three act structure:

Act 1 - Arriving in Summershire You play as a young human excited to start over in the charming animal village of Summershire. Eager townsfolk like Hooves the horse help you pick out a cozy cottage and start your new farm. You settle into the peaceful routines of village life - fishing at the pier, cooking with ingredients from Hooves' crops, crafting and selling goods. But at night you spot lights in abandoned homes, and notice "missing person" posters torn down quickly. Something seems hidden under the perfect surface.

Act 2 - Uncovering the Secret Your friendship with Hooves deepens as you explore the area's mysteries. Wolfgang and Raven prove evasive, even aggressive when asked about the odd occurrences. One full moon you follow the animals and see them gathered for a ritual, burning strange symbols. You tell Hooves your concerns - he reveals outsiders tend to disappear in Summershire. Your investigations soon lead Porkchop to accuse you and Hooves of imagined crimes. Forced into hiding, Hooves finds old documents revealing the truth - long ago the animals seized power by force, driving out humans. They spread lies to maintain control.

Act 3 - Confronting the Truth Armed with the truth, you and Hooves plan to reveal all during Summerfest. This sparks chaos in the village. Animals deny and defend against the evidence, turning violent. In the emotional climax, you have a choice - depose the animal council, escaping to spread the truth? Or join their corrupted power structure for safety and reward? The ending reflects the consequences of your moral choice.

Let me know if you would like me to expand, refine or modify this summary draft as you continue developing the game narrative and flow. I aimed to capture the major story

³ Indicates omission of prompt iterations and corresponding outputs.

beats that follow traditional three act plotting while allowing flexibility in the details. Please feel free to provide any feedback or suggestions!

Write a bio for the town of Summershire. Write it for use in a travel brochure that the player character reads at the start of the game.

Here is a bio for the town of Summershire written as a travel brochure introduction:

Welcome to Summershire!

Nestled amid gently rolling hills and sunny meadows, the village of Summershire is a delightful retreat from the hustle and bustle of modern life. The friendly residents, a colorful community of hardworking animals, welcome visitors with open arms and bright smiles.

Summershire offers a taste of the simple life, harkening back to quieter times. Take a stroll through the lively village square, chat with shopkeepers, and tip your hat to neighbors. Mosey down to the fishing pond and spend an afternoon angling for your supper. Head out to the fields and help harvest bushels of fresh fruits and vegetables.

As the golden sun sets after another full day, settle in at the local pub for some stew, cider, and lively music. Then retire to your cozy cottage under the starry skies. With its winding dirt roads, charming antique homes, and important agricultural history, Summershire truly feels like stepping into the past.

Come experience the beauty, hospitality, and rich traditions of Summershire village. You'll leave feeling like one of the family. We're eager to share our community's many wonders with you!

Let me know if you would like me to modify or expand this brochure bio to better introduce players to the town of Summershire and set the stage for the game. I aimed for an idyllic, welcoming tone with hints of some secrets or darkness beneath. Please feel free to provide any other suggestions!

Write an expanded bio and description of Hooves the horse. Include his role in the plot as the player character's friend and confident. * * * Write an expanded bio and description of Rosie the pig. Include her role in the plot as the player character's main antagonist and leader of the animal uprising. * * * Write an expanded bio and description of Raven the Crow. Include her role in the plot as the player character's main antagonist and leader of the animal uprising. * * * Write an expanded bio and description of Pepper Rabbit. Include her role as one of the leading soldiers in the uprising who killed many humans. She currently owns a clothing store that she took from a human she killed. She should seem trustworthy but ultimately betrays the player to Rosie during the climax of the plot. * * * Good, but edit this

summary so that Pepper is a secret member of the animal council who acts as a double agent for Rosie. * * *⁴

Develop a summary of the game mechanics of the game. Each act should use a different set of game mechanics, with Act I being a standard life simulator style game like animal crossing. Act II being a stealth action game in which the player secrets around the village gathering information. Act III should be a role playing game, with the player relying on tactics to overpower the other animals.

Here is a summary of the game mechanics for each act:

Act I - Life Simulator

- The player arrives in idyllic Summershire and is introduced to daily life simulator activities like farming crops, fishing, cooking, crafting items to sell, and decorating their cottage.
- Gameplay involves scheduling tasks, gathering resources, upgrading tools, and building relationships with villagers. Maintaining health, energy and money levels are key.
- The mechanics aim to establish the setting and characters while allowing the player to enjoy a relaxing, creative experience.

Act II - Stealth Action

- As the player investigates mysteries, the gameplay shifts to stealth mechanics.
- The player must sneak around at night, pick locking doors, hide in shadows and barrels, and avoid detection by patrolling animals.
- They gather clues, letters, and documents to learn the truth while avoiding capture and gaining allies. Tension builds.

Act III - RPG

- After learning the truth, the player must confront the animal council openly.
- Turn-based combat, dialogue trees, and skill checks are introduced. The player levels up abilities and equipment.
- They recruit villagers to their cause through persuasion. The final battle involves tactical party-based combat against Rosie's inner circle.

Let me know if you would like me to modify or expand this gameplay summary for each act. I aimed to showcase distinct mechanics matching the narrative structure and rising action. There is lots of room to detail specific systems, abilities, challenges, etc. Please provide any feedback!

⁴ This set of inputs provides the needed context for subsequent outputs.

Describe the game's art style. It should be a colorful chibi art style that helps mask the game's ultimate secret. * * * Draft 9 sample side quests for the player to engage in, 3 for each act.

Here are 9 sample side quests, 3 for each act:

Act I - Life Simulator

1. Help Hooves gather crops - Hooves asks you to assist with the harvest. You must successfully complete timed crop picking mini-games. Rewards farming XP.
2. Bake cookies for the fair - Rosie requests you bake cookies to enter in the upcoming fair. You gather ingredients, make the batter, and complete cookie-themed challenges. Rewards cooking XP.
3. Catch the legendary fish - Villagers speak of a huge fish in the pond. You can fish it after crafting a new pole. Succeeding rewards rare fish parts for crafting.

Act II - Stealth Action

1. Tail Pepper - You notice Pepper sneaking around at night. Follow her without being seen to a covert meeting with Rosie. Rewards stealth XP.
2. Break into the archives - Sneak into the locked village archives to photograph old documents revealing past secrets. Avoid night guards. Rewards lockpicking XP.
3. Gather ritual artifacts - Raven's rituals require rare components. Steal them from her treehouse while she's away. Beware her traps. Rewards occult XP.

Act III - RPG

1. Disrupt propaganda - Tear down wanted posters and replace with truth pamphlets. Convince or bribe the postmaster. Rewards persuasion XP.
2. Sabotage Rosie's feast - Sneak laxatives into food at Rosie's gala to create chaos. Requires planning and sleight of hand. Rewards subterfuge XP.
3. Train the townspeople - Build an army by completing recruitment quests for resistant villagers. Requires completing their personal missions. Rewards leadership XP.

Let me know if you would like me to modify, expand or change any of these sample side quests. I aimed to showcase different objectives and rewards fitting the gameplay of each act. Please provide any feedback to improve these or ideas for other side content!