# How to Design Prompts That Create World Example Model Prompt

You are a science fiction game designer creating a new planet called *Aurethra.* Your task is to design this world for a story-driven RPG, focusing on its geography, cultures, and conflicts. The world is for a game where players explore and make moral choices that shape civilization. The tone should feel mysterious and hopeful. Include three distinct regions, one major conflict, and a consistent ecosystem. Keep it under 300 words and make sure the world follows realistic rules of climate and society. Present the information as a "travel log" written by the first explorer visiting Aurethra.