



DEVFOLIO

HACKATHON

TEAM STARGAZERS



TEAM MEMBERS

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AI in Modern Era

AI can not only be used for queries but also for taking up the creativity levels of the user

Agenda

Our main motive is to design an AI(Artificial Intelligence) Companion that designs the game according to users description which also takes up their creativity

The games can completely be customized by the user from the characters to the game interface, locations etc.



TARGET USERS:

- Everyone at present are fond of video games and this has increased the revenue of gaming companies so much that even now the player can play the game investing his money and getting back the same investment with more profit
- Our Target users are Gamers and Game developers whose profession is to play and develop games.



CONCLUSION

In conclusion, AI has the potential to revolutionize game design by enabling developers to create more immersive and dynamic gameplay experiences. AI can be used to generate content, optimize game mechanics, create intelligent non-player characters, and personalize the game experience for individual players.

One of the most exciting applications of AI in game design is procedural generation, which allows developers to generate vast amounts of content with minimal human input. This can include everything from randomized levels and terrain to AI-generated music and artwork.

GAMEAI

- Our AI Companion deals with the creation of game and design of the user. The user also has a dream to play in his city) with customized themes. He can also develop the game of his choice and publish it for others also to try .This also focusses on his idea, creativity skill and many more



GIT HUB REPOSITORY:

<https://github.com/AeroRocker/Team-Stargazers>

Tools:

Open AI

GITHUB

Python libraries

VS code



We Conclude our
topic about the
GAMEAI and we
expect to create a
change in the field
of modern games
Thank You

