

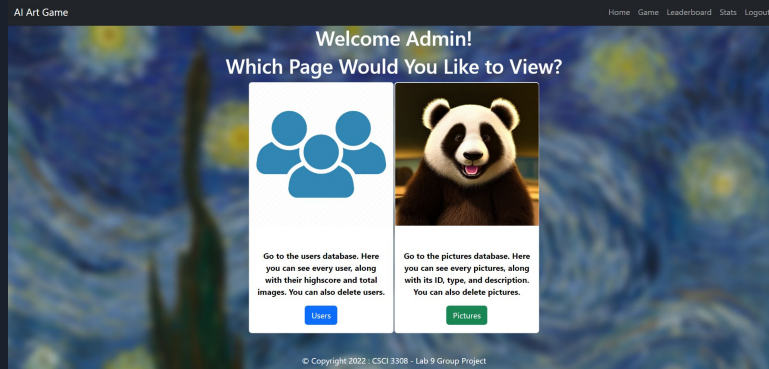
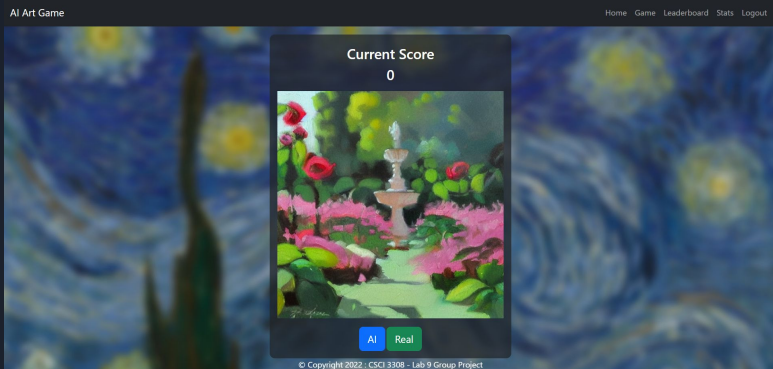
A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light green. They are positioned diagonally, with the blue one partially covering the green one.

# AI Art Project










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# Overview

The heart of our project is a simple yet fun game that highlights the advancements of machine learning image generation. An image is displayed and the user has to guess if it was generated by an artificial intelligence or not. The game goes until the user makes an incorrect guess. Users can view their highscore, look at an active leaderboard, and get badges based on game achievements. There is also an admin account that can be used to update the users database and the image database.



# Tools

- VCS repository: Github - 2 
- Project Tracker: Github - 5 
- Database: PostgreSQL - 5 
- IDE: Visual Studio Code - 4 
- Wireframing: Figma - 4 
- UI tools: HTML, EJS - 3  
- Application Server: Node JS - 4 
- Deployment environment: LocalHost - 4 `://localhost`
- Image hosting: Imgur - 5 

# Image Generation Tools

-NightCafe



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-DeepAI



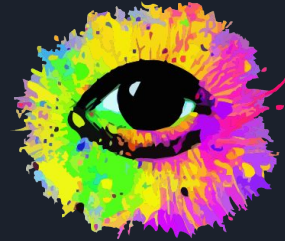
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-Midjourney



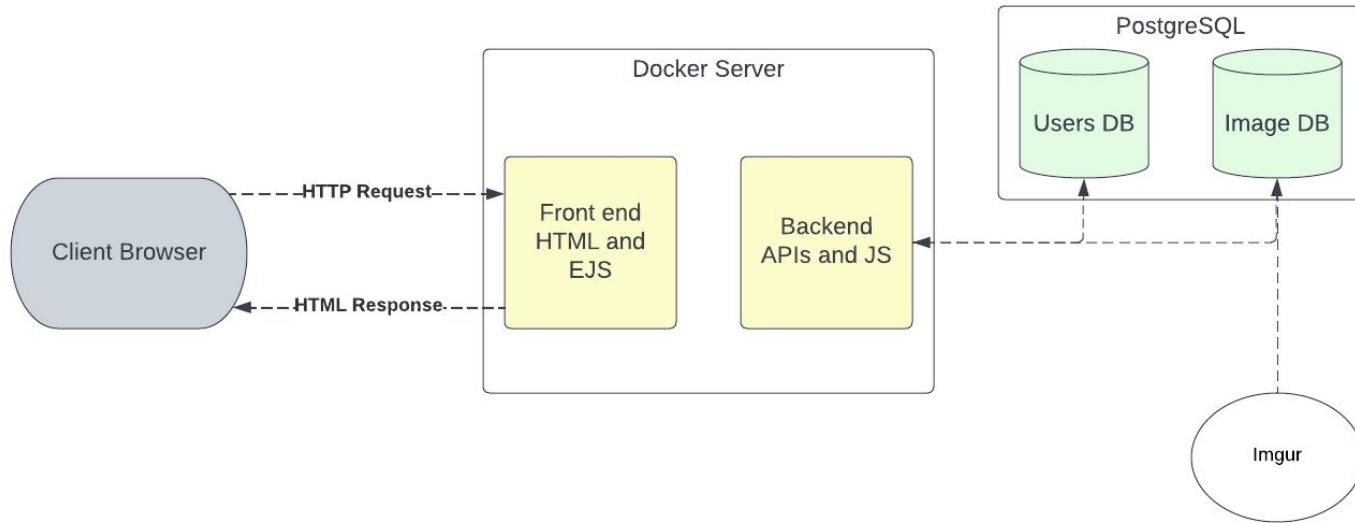
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-DreamStudio



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# Architecture Diagram





# Development Methodologies

We used an agile development methodology where we would set goals at the start of each week and then during the week, depending on how our initial plans unfolded, we would adjust our plans accordingly. By the end of the project, I feel we were able to adjust our scope to complete everything we initially set out to do in the allotted time frame.



# Challenges

- Because we were working with many images it was a big challenge to store them in a database, as actually storing that many images would be too costly. Instead, we uploaded our images to a 3rd party site and stored the links in our database
- Another challenge we encountered was trying to find the right AI for image generation. Many platforms only give so many free images while others generate lower quality images. To work around this we decided to use a wide variety of different platforms. This provided us with a diverse portfolio of images.
- The APIs for the game ended up being more advanced than we anticipated. A lot of work went into generating images and updating scores.



# Prospective Features

Due to time constraints, unfortunately we could not implement all the features that we wanted to. Here's a list of prospective features that could make it in the future:

- A modal leaderboard on the game page that displays your leaderboard standing in real time as you play
- A page to assign admin rights
- A search function on the leaderboard page





# Live Demo!