Genshin Impact: Assistant

Introduction

If you've been diving into the world of Genshin Impact, you probably know how exciting and challenging it can be. Some folks find it like a dream come true, while for others, it's more like a quest. But what's that quest all about? Well, think about any game you've played – there's always those newcomers who want to rock the leaderboard, right? In Genshin Impact, it's no different. There are spots in the game where you can test how strong your squad is. And that's where my Python script comes into play – it's designed to give you a hand in reaching those goals.

See, Genshin Impact is all about building a team that packs a punch. You've got these cool areas where you can measure just how tough your characters are. To make them even tougher, players spend time getting better artifacts – those are like power-ups for your characters. With my Python script, the aim is to help you figure out which character should be your go-to powerhouse, your "main carry," as you make your mark in the game. So, let's team up and tackle those Genshin Impact challenges together!

The goal I want to achieve with creating this is to allow the player to:

- ☐ Be able to view their loadout without logging into the game
- ☐ Determine which artifacts work best for any character
- ☐ Create teams to allow them to prioritize their damage
- ☐ Give them basic information on a character
- ☐ Alert them of upcoming events
- ☐ Compare characters with other players
- ☐ Rate their artifacts

And hopefully many more to come!

What Sets Us Apart?

You might be wondering, what makes this project stand out from the crowd of similar websites? Well, the big difference here is that we're diving into the world of **Artificial Intelligence**.

You've probably heard of Artificial Intelligence, or A.I. It's like a tech wizard that helps us make sense of a ton of information.

So, what's the plan here? With this project, I'm aiming to use the OpenAI API. It's like a super-smart tool that'll chew on all the game info and your player details. What's cool is that this will let you ask some pretty smart questions to the AI. Basically, you can get tailored advice about what to do in Genshin Impact, based on your specific needs. It's like having a virtual guide that can hold your hand every step of the way!

Instances of such dialogues might include:
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User: "Based on my current team who should I focus on farming"
GIA: "You should focus on building Xiao for optimal damage
because of …"

User: "Can you claim my daily log-in"
GIA: "Your daily log-in has been completed!"
```

API Usage

Getting this information won't be easy and will definitely be a challenge. In order to fulfill my plan I plan on using

OpenAI API:
- [Introduction - OpenAI API](#)

EnkaNetwork API:
- [EnkaNetwork API](#)
- [EnkaNetwork - GitHub](#)

Using the API of OpenAI will allow me to build a custom subset of Artificial Intelligence for the use of this project. The EnkaNetwork API will allow me to grab datasets for Genshin Impact which I then can feed into the AI so it can further assist the user.
NOTE: *API List may be updated in the future*

Edge Cases

With every project comes certain cases that may seem unavoidable however we can definitely try to avoid them.

Here are some possible cases I will try to avoid
- ☐ Prohibit the User asking the AI questions that have no correlation with Genshin Impact
- ☐ Notify the User if a player doesn't exist

Future Plans

I want this project to benefit anyone who could possibly use this program that's why I have envisioned a plan
1) Get the program finished coding
2) Allow multiple people the test the program to see if it works
3) Design an application that could allow more people to use this program

As much as I wish this project could be finished as soon as possible I certainly don't have the release date set in stone as I am just a Computer Science University Student just going into my 3rd year. I aim to release this hopefully by the end of 2024 if not early 2025 but who knows.

Closing Remarks

This project came to me in a thought while I was trying to fall asleep so I'm happy that I can push forward and make this into a reality. I hope I can make you all proud.

See you soon Travelers