

Artist Statement

An exploration in the Co-existence of various life forms, the interaction between them and the tribulations that may occur within the colony or from external sources. "Sound Life" is a game which explores these concepts within artificial intelligent life forms.

The user will generate various life forms using different pitches. Each pitch, within a parameter will generate one of three unique life forms.

Each life form will have their respective abilities and will exist as a colony in an attempt to co-exist among each other. Much like real life-life forms, these AI will encounter scenarios which threaten their existence, drain their life, or in positive cases, create new life forms. Respective abilities will include; procreation, defense mechanisms or longevity. The colony may experience external forces which are viruses. They threaten some life forms out of existence, while some can destroy them.

I will be using the chapters from The Nature of Code, specifically Oscillation and Forces for movement, Particle Systems and Autonomous Agents for the AI creation aspect.

The purpose of the game is to create basic AI logic and use this logic among different objects, AKA the life forms. With the AI created, I will attempt to create sound generated AI and see how long these AI can exist before the colony dying out.