Final Project Reflections

Francisco David Rivera Courtade

This was my favorite project so far, we wanted to try incorporating a chatbot into a unity game for a long time.

We had issues particularly with our API keys that wouldn't work. Luckily we were able to make it in the end and the final result is very interesting.
This project opens up many opportunities for game developers and we personally are thrilled to create entire games that incorporate NPC's with artificial intelligence.

Also the API allows for the use of an initial prompt variable, which basically allows the AI to immediately understand the character it is playing without any user prompts, contrary to typical ChatGPT usage.

In the future I would like to incorporate my own machine learning models into a game.

Leonardo López Raygoza

During the development of this project, we encountered difficulties researching how to make the ChatGPT API work with a Unity game, as this technology is still in development. However, after extensive research, we managed to find the documentation needed to achieve this integration. Special care was also taken to maintain the pixel art style, ensuring that the entire project felt cohesively connected. Everyone worked well together.

Gabriel Andrés Cárdenas Tapia

I really enjoyed this project. Personally I am really involved in game development, and this new tool is very useful for my own projects.
The API was not very intuitive but with some time we managed to understand it.
After experimenting, we discovered that the API is very versatile, and we were able to simulate many types of game NPC's. However, it could also be dangerous as we don't fully control the answers players get when interacting with the chatbot NPC's.