

**Final Project Reflections**  
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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.