

Project: Stardew Valley Mod – Context-Based Question Agent

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01/29/2025

1 Discussion Items

1.1 Progress Update

- Successfully installed the API and tested it with existing mods.
- Created `manifest.json` for the mod (required file for any Stardew Valley mod).
- Researched data storage and retrieval methods for handling user queries.

1.2 Challenges & Roadblocks

- Encountered difficulties installing the API and mods on Mac, but resolved them.
- Struggling to start the actual mod development and feeling a bit lost—I will be looking at example projects for guidance.
- Considering different data storage and retrieval methods (NLU, cosine similarity, etc.).
- Decided that using C# for machine learning would be too complex, so I talked Jeff, who suggested integrating a Python script and connecting the two via HTTP.

2 Milestone Adjustments

- No major changes to the overall timeline, but implementation will take a different approach (C# mod with Python integration).

3 Instructor Feedback & Questions

- Best practices for storing and retrieving data for efficient query handling.