Project: Stardew Valley Mod Agent
Paula Lozano Gonzalo
February 2nd 2025

1. Discussion Items

Progress Update

- Successfully created a mod that communicates with a Python script (HTTP integration with flask).

- Implemented a "hello world" mod with C# to display a random number and then another mod combining C#/Python for random number generation but python generates the random number this time.

Challenges & Roadblocks

- Struggling to shut down the Python server correctly; I have many potential solutions but I haven't tried them yet.

- Difficulty accessing game data from the mod (e.g., locating methods to retrieve in-game information). I can do it easy in the API terminal but I haven't found many for the C# code.

- I haven't implemented user input handling (text box) in the mod because I needed to get the server done as simple as possible.

- Uncertainty about the question-answering method: choosing between cosine similarity, RAG with LLM, API calls, or NLU.

2. Milestone Adjustments

- Postpone the "user input from game text box" feature to the next milestone (I was supposed to do it for this checkpoint).

- Focus next on modifying the game menu to include a question tab and ensure proper server-game communication.

3. Instructor Feedback & Questions

- Recommendations for question-answering approaches: pros/cons of cosine similarity vs. LLM-based methods in this context.

- Validation of the planned milestone adjustments.