



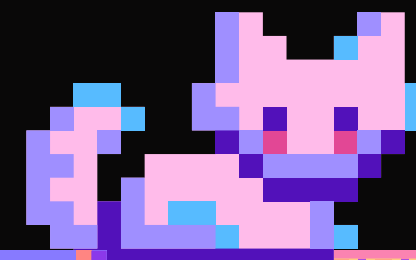
MENU

START

ADAPT OR PERISH

CTRL SHIFT
INTELLIGENCE

PRESENTED BY
BALLERS





MENU

START



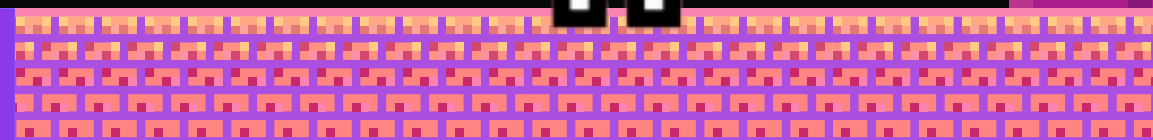
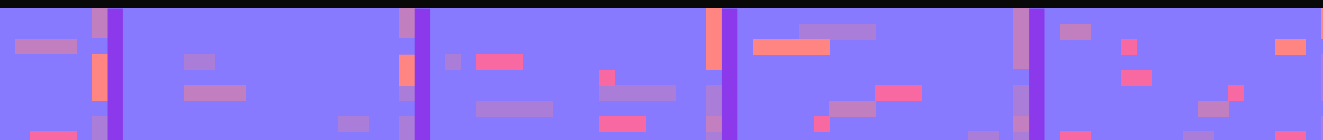
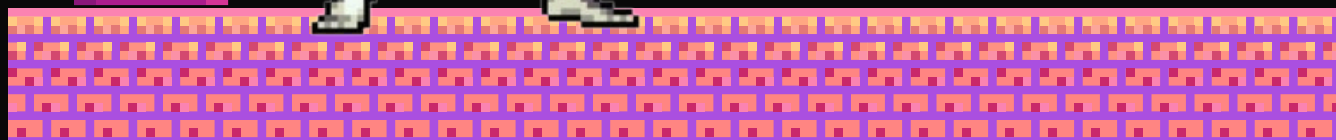
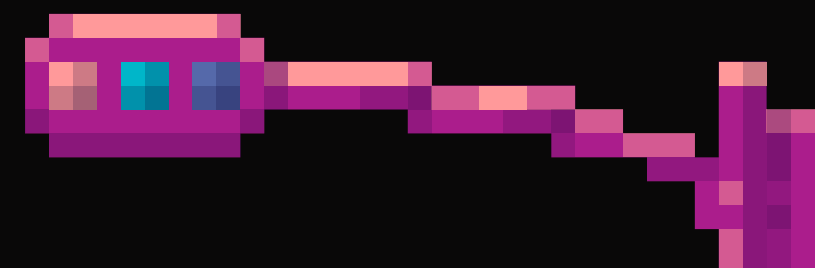
AGENDA KAISEN

INTRODUCTION

GODOT GAME ENGINE

MIRA FLOWS

AI IN GAMING



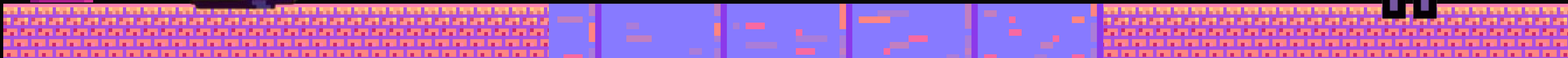
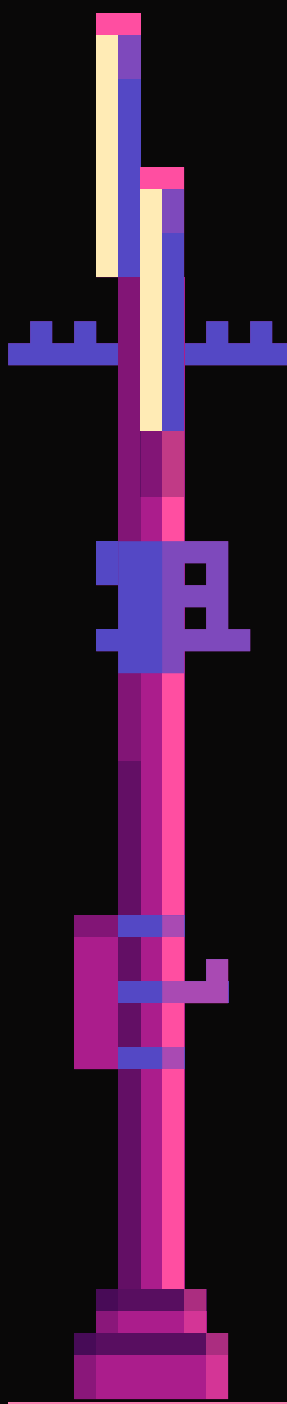


INTRODUCTION

Imagine facing a boss that doesn't just challenge you but learns from you. That's exactly what we've created—a game where every encounter feels fresh and unpredictable.

Using the Godot Engine for the game and Mira Flows for AI, we've built a system where the boss adapts to your fighting style after every battle.

Ready to see how we made this happen? Let's dive in!





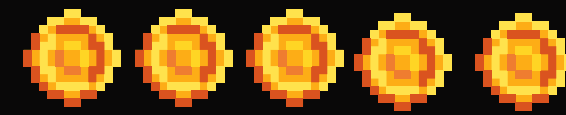
GODOT IT ALL: BUILDING THE GAME'S CORE



The game was built using the Godot Engine. Godot's tools were used to design the player controls, environment, and overall game structure, ensuring fluid mechanics and engaging battles.


Its flexibility made it the perfect platform for bringing our vision of an immersive and challenging boss fight experience to life.





BRAINS BEHIND THE BOSS:

MIRA FLOWS



Player attack
pattern is fetched
by Mira

Mira sends the
data to chat gpt
with prompt

The response is
then fetched by
mira again

The updated
boss data is then
fed to godot

Mira Flows powers Mahoraga's ability to adapt and evolve.
After each fight, it analyzes the player's moves and
playstyle.

Using this analysis, it creates a new strategy for Mahoraga,
one that makes Mahoraga adapt to the player's style.
This dynamic evolution keeps players on their toes, making
each battle unique and unpredictable.





MAHORAGA

NAH I WOULD ADAPT



Mahoraga is a towering and relentless foe, designed to test every aspect of a player's skill. Its unique ability to adapt ensures that no strategy works against it twice.

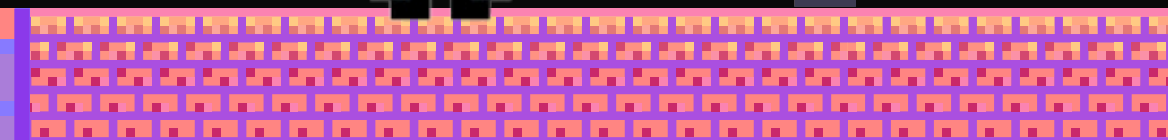
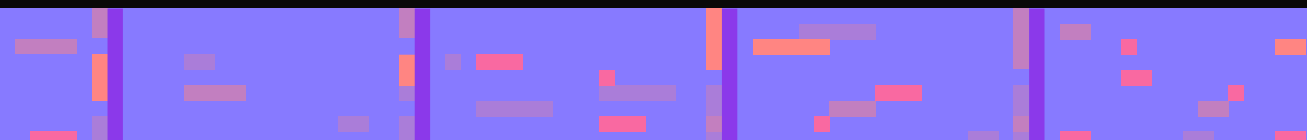
Mahoraga can strike from a distance with ranged attacks, close in for melee combat, block incoming moves, chase down fleeing opponents, or tackle with crushing force.

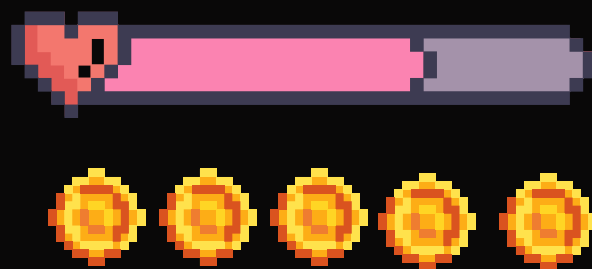




THE FUTURE OF AI IN GAMING

Our project showcases the potential of combining advanced AI with game development. Mahoraga's ability to adapt and counter player tactics demonstrates the power of AI-driven systems in creating immersive and unpredictable gameplay. This marks a step forward in adaptive gaming, paving the way for smarter and more engaging challenges.





MENU

START

THANK YOU



PROJECT AND PRESENTATION BY
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