



W.A.O

(worthy **artificial** opponent)

Inspiration



Metal Gear Solid

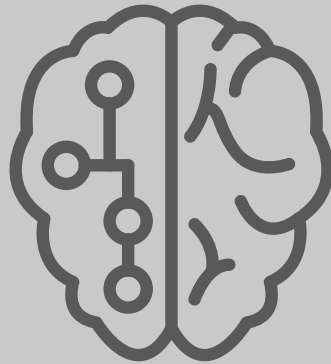
Three Assumptions

1



Lot of **data** is gathered,
but **not used**

2

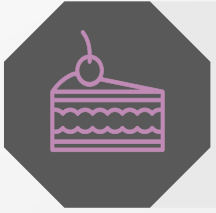


Player vs. system is
inherently **unfair**

3



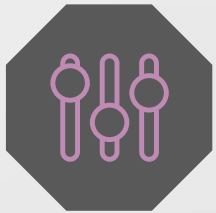
Games **encourage**
custom **play styles**



On top of classic, system-driven game



System tracks many player actions

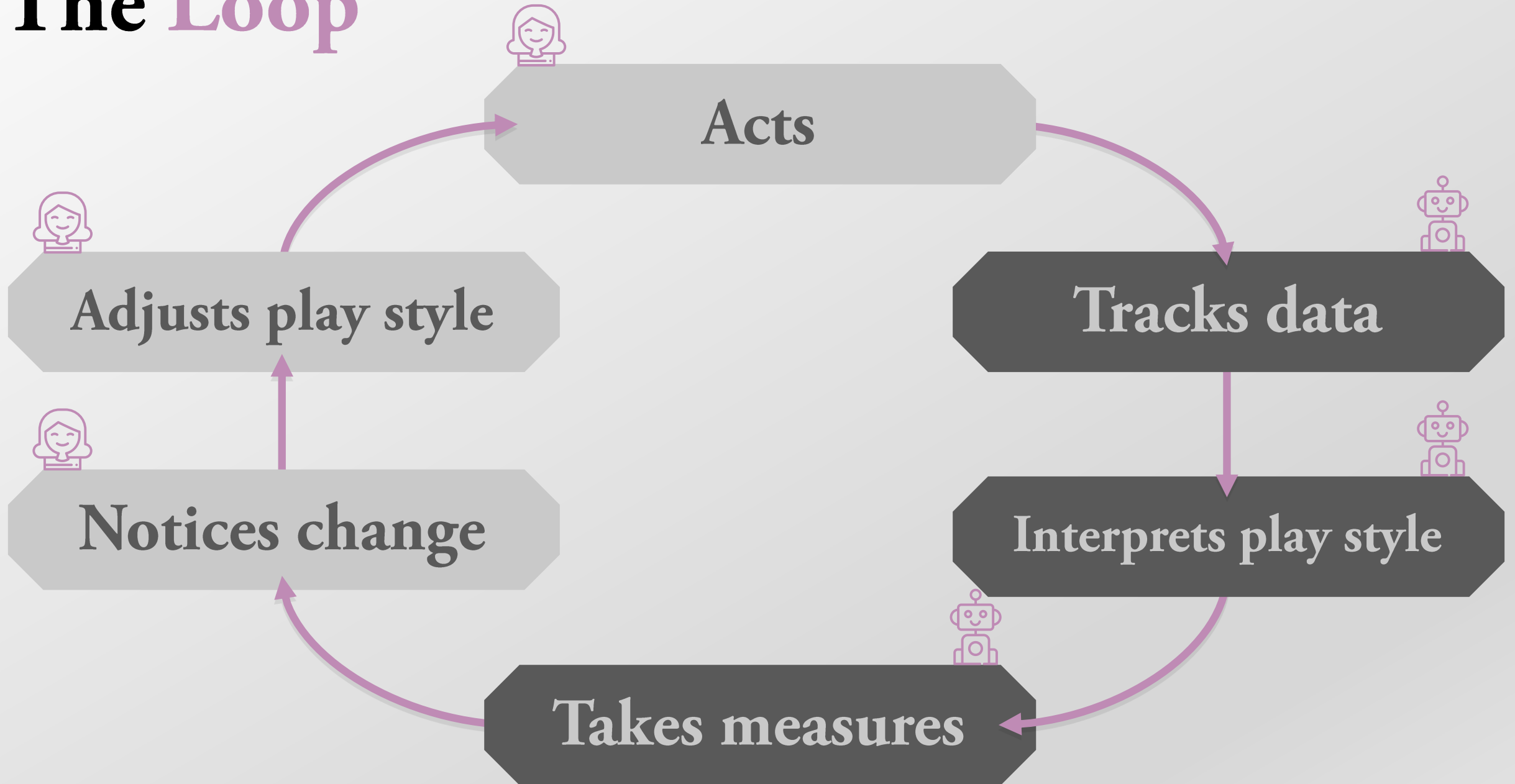


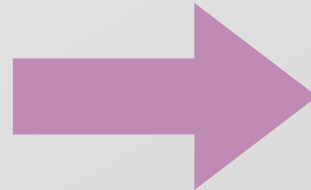
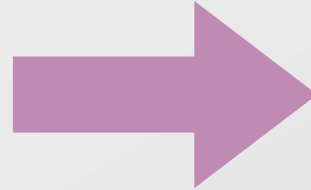
Adjusts to make play style unviable



Features are changed, limited, or removed

The Loop





Experimental Aspects

1



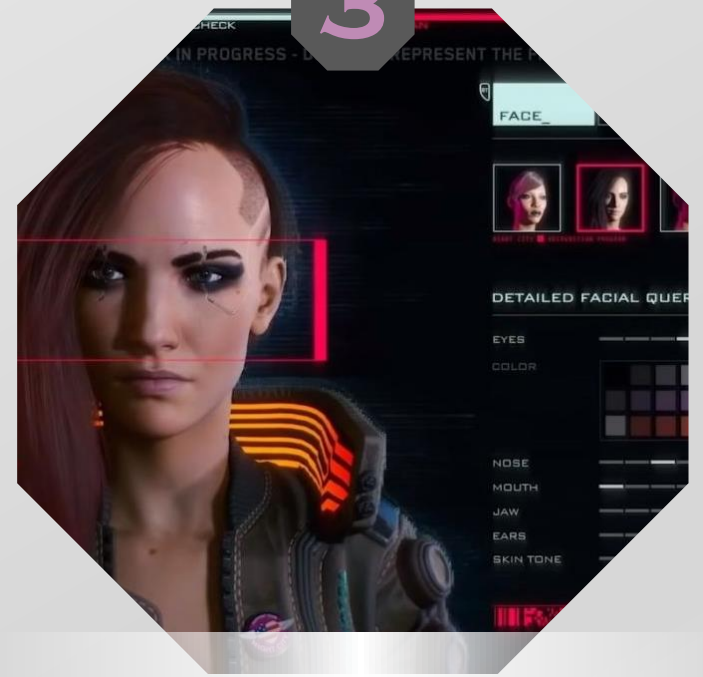
Data used
against player

2



System is a
living antagonist

3



Rejects consistent
play styles

Project **USPs**

1



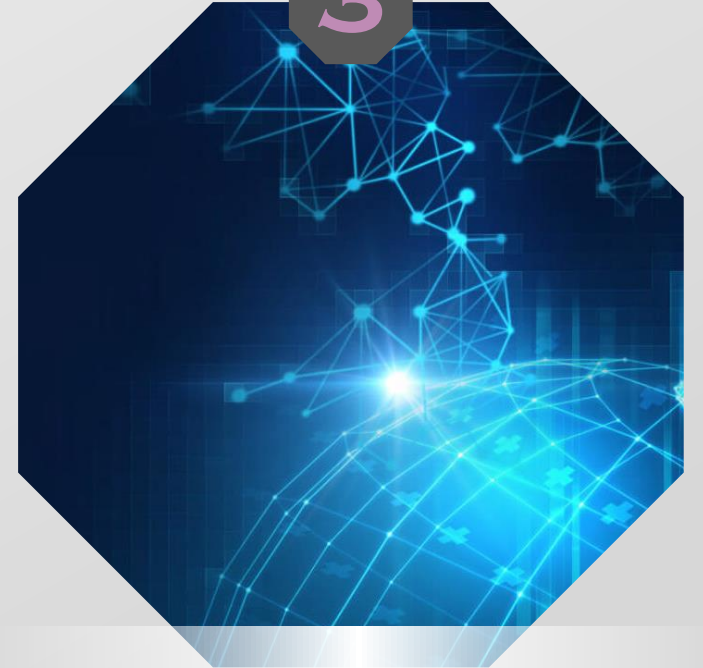
Open-ended
research **question**

2



Freedom for
underlying game

3



Learn about
telemetry