3

# Project W.A.O.

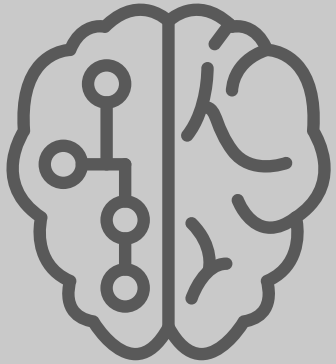
(worthy artificial opponent)

# Three Assumptions

1

Lot of data is gathered, but not used

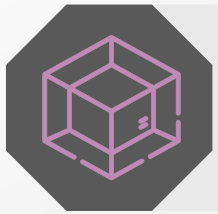
2



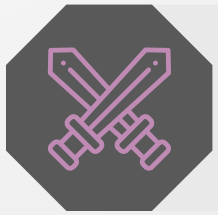
Player vs. system is inherently unfair

3

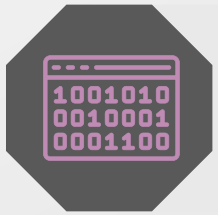
Games encourage custom play styles



3D, top-down perspective



Dungeon Crawler with action combat



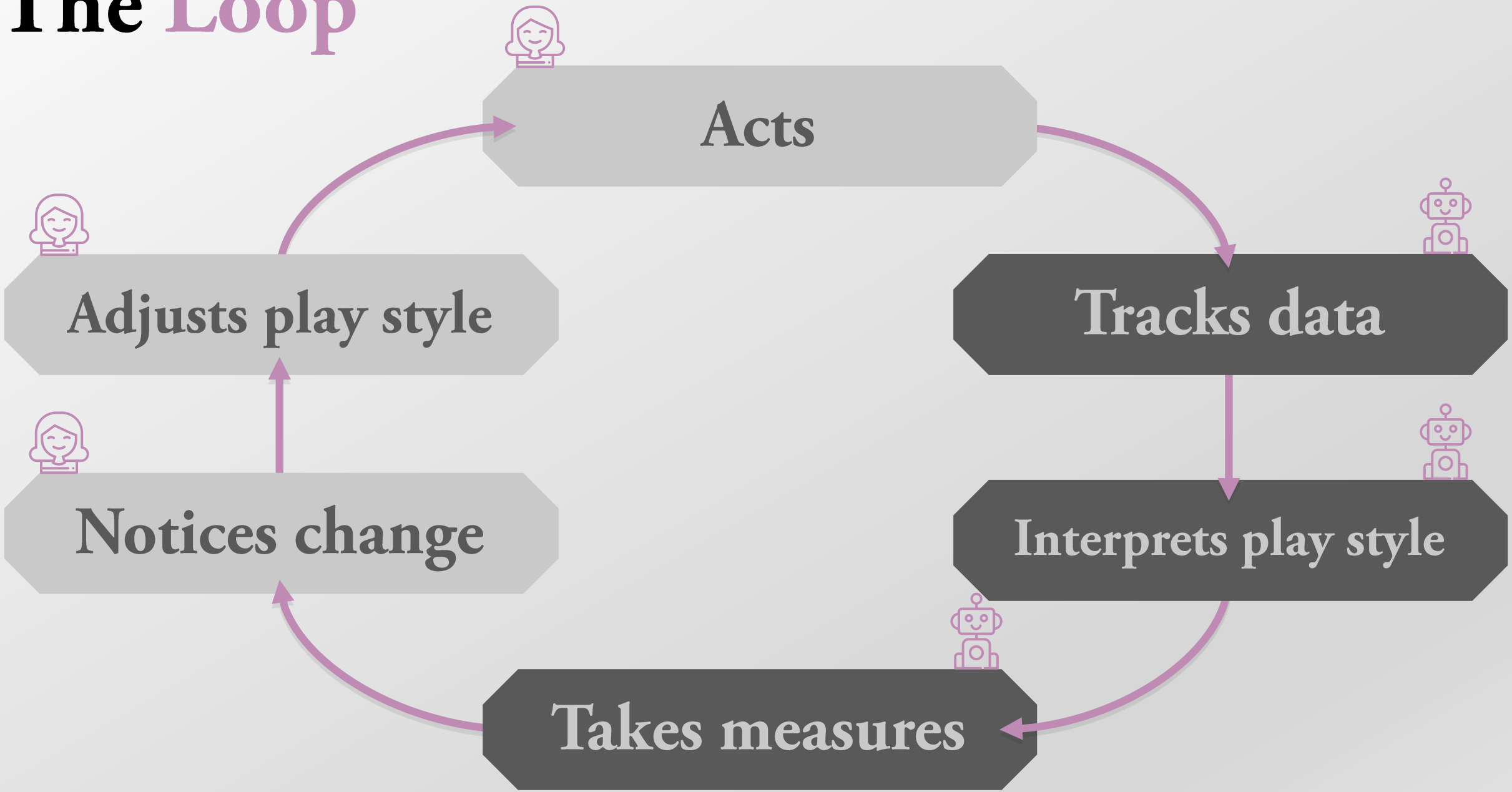

Destroy AI from within source code

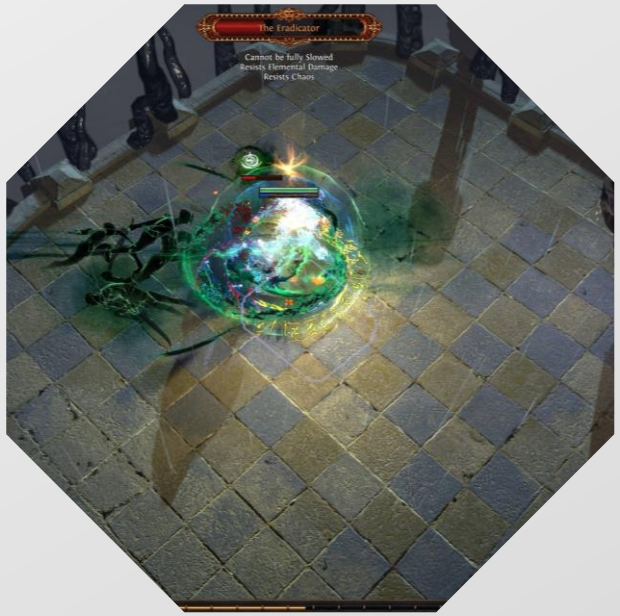
System tracks actions and adjusts

Features are changed, limited, or removed

# Perspective

# The Loop


Acts
Tracks data
Interprets play style
Takes measures
Notices change
Adjusts play style

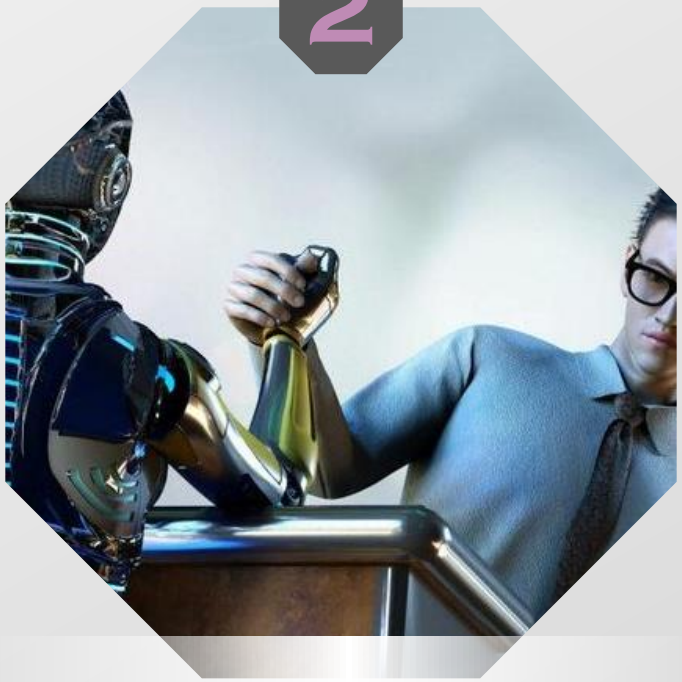

The Eradicator
Cannot be fully Slowed
Resists Elemental Damage
Resists Chaos

# Experimental Aspects

1

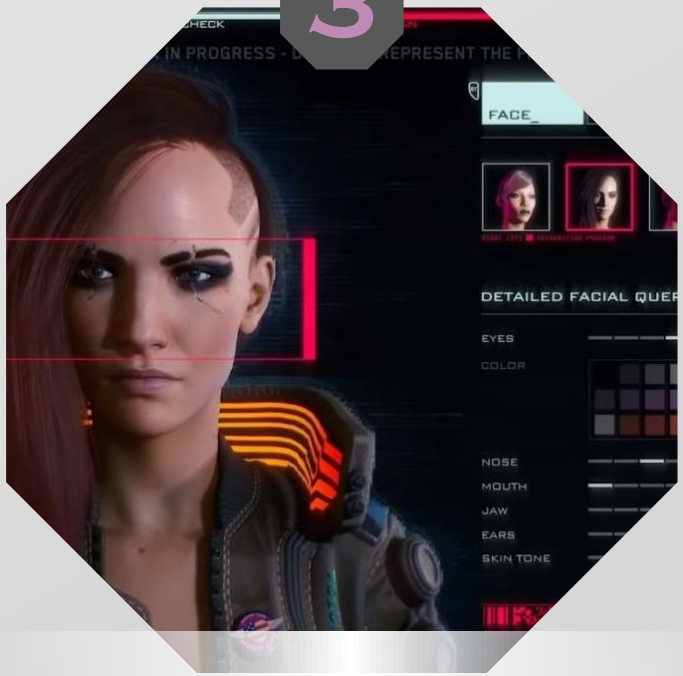
Data used against player

2



System is a living antagonist

3




Rejects consistent play styles

# Project USPs

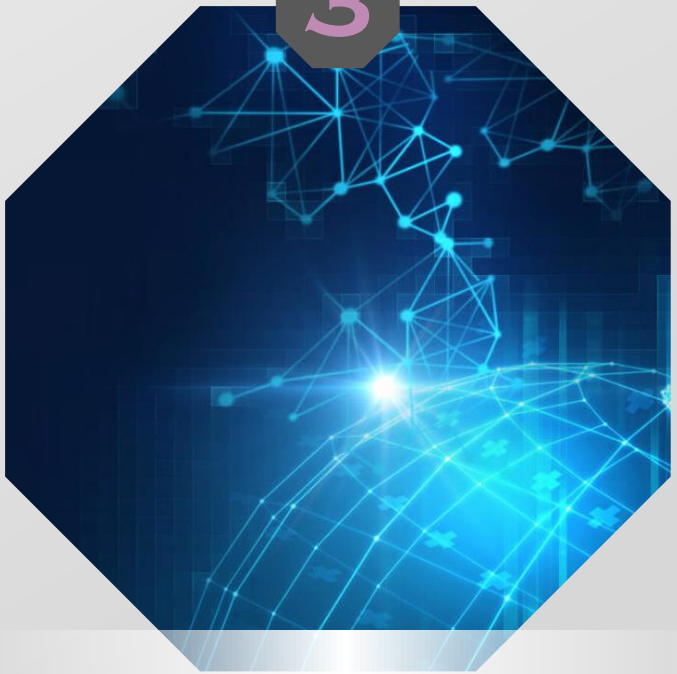
1

Open-ended research question

2

Challenge for all disciplines

3



Learn about telemetry