Entry Task:

Date: \_\_\_\_1/01/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

No School

Date: \_\_\_\_1/02/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

No School

Date: \_\_\_\_1/03/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Sick Day

Date: \_\_\_\_1/04/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Job 1 = $28,000

Need 30 hours a week to match Job 2

Adjustable hours

Job 2 = $41,600

No benefits

Date: \_\_\_\_1/05/2024\_\_\_\_\_\_\_\_\_\_\_\_\_\_

AI can be used for Image enhancement, Game level generation, Scenarios and stories, and balancing in-game complexity.

Eventually AI will be able to reduce the manual effort required for content creation through procedural generation it will also be able to enhance the overall game design process through player behavior analysis.