# **Paul Noonan – T00166981**

# **Computers with Games Development**

# **Vision Statement**

For my Final year project I propose to develop social A.I. for games.

The A.I. will be tasked with navigating an area with no user input and will also have to interact with each other as well as the player.

Each NPC will have their own likes and dislikes as well as friends and enemies.

The player will be able to joke, talk, intimidate or bribe the NPCs to develop relationships with them. Each NPC will react differently towards the players’ choices.

If the player – NPC relationship becomes strong enough they will become friends, if it gets too weak they will become enemies.