Research Project Proposal

# Using AI to create interactions and reactions with/toward a player.

**Team Members (2):**

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Inspired by years of immersing in RPGs and open world games However, as of late, we notice that games that fall into those categories have become predictable. In the sense that before We buy the game, we could imagine how the dialogue system will progress based solely on the player’s input and some of the reactions to the player actions are also predictable when, in reality, we have more diverse set of reactions for any given action.

For the demo, we plan to have some basic ways a player can increase their notoriety in a scene. The NPCs that witness the action will react accordingly, but it will have the option of choosing how to react based on its preset behaviour type and based on the proximity to the action committed by the player. Expected to have at least 2 different reaction response to an action. We will try to abide to some of the advice given in the article:” You had me at 'AAAAHHH' – On the importance of reactions in game AI” by Sergio Ocio Barriales in the Online Edition of Game AI Pro. Given that We am working on our own, we will be re using Project 1 as the base of the project.

If our career path does eventually take me into the games industry, the experience We get from this project could be something We would improve on continually and highlight. We are hoping that it could be used to improve some of the immersion in open world games where developers are trying to make NPC reactions as authentic as possible.