

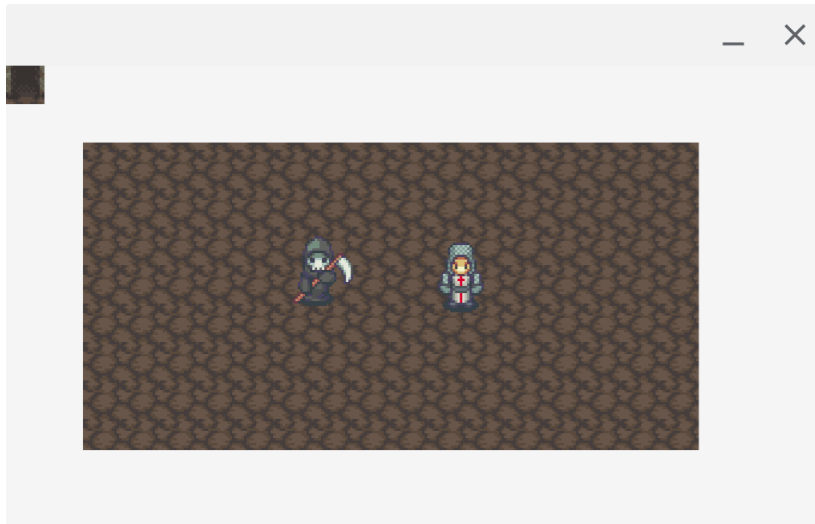
First Assignment

Computer Game AI

COMP09041

Issue Date: Tuesday, February 7th, 2023
Due Date: **5pm, Monday, February 27th, 2023**

OpenAI Non-Player Characters in Raylib



In this assignment you are encouraged to further explore the features of the OpenAI API's GPT-3 model, within the context of a retro 2D role-playing game (RPG).

Work in the groups you have been assigned to. You should start by nominating a group leader. Design the basic outline of a simple game, and email a paragraph to the lecturer/module coordinator (Paul Keir) by email **by the end of the week**. Remember to provide a name for your game. You are encouraged to experiment; have fun with the features of the OpenAI API.

The prelude of each string prompt for the OpenAI completion endpoint can be customised for each character within your game. For example, the code you

have been provided prepends the following to the prompt relating to the grim reaper sprite:

“The following is a conversation with the grim reaper. The grim reaper is a personified force. In some mythologies, the grim reaper causes the victim’s death by coming to collect that person’s soul.”

You are provided with the C++ source files and CMakeLists.txt project file for a 2D game environment using Raylib. There are other knight sprites in the knights_3x.png file provided.

Marking Scheme

The assignment is worth 30% of the marks awarded for the entire COMP09041 module. The following provides a breakdown of the marking scheme:

Game Design Document (1 or 2 pages)	5
NPC Interaction (more than one NPC)	5
Interesting Gameplay	10
Overview Video with Dialogue (60 secs.)	5
Game Visuals	5

Group Submission

Submit one zip file, per group, by the deadline noted above. Include your game design document; your C++ source files; and any resource files required (e.g. audio or image files). You can either include the overview video as a file within the zip, or provide a link to it in the game design document (GDD). You do not need to include your CMake build directory in the zip.