JAVA CODE OF AI FOR A GAME

SCOPE OF THE PROJECT: The main features of the project is communicate and play a game using an AI.

SPECIFICATIONS:

It is a menu driven AI. The AI asks the PLAYER to choose one game from the three games to play. The other feature of the AI is the calculation. The final option in the menu is to exit

IDEA OF THE PROGRAM:

There are 3 options in the AI. AI asks the PLAYER to enter a name. Then AI asks the PLAYER to suggest the AI a name. It asks the PLAYER to start the game .The AI performs according to the inputs given by the PLAYER. The second option in the program is the calculation part, Where there are 4 functions ie; addition, subtraction, multiplication and division.

EXAMPLE:

AI: please enter your name.

PLAYER: my name is jon.

AI: please suggest me a name.

PLAYER: your name could be sara.

ADVANTAGES

AI could be a big advantage to our daily life. Unlike other AI it is a program designed to relieve stress and gain knowledge at the same time. By playing the quiz people can gain knowledge. By playing the number guessing and truth or dare game stress can be relieved

WHY WE CHOSE THIS: because it is not a heavy program and it is made for free to the interactive and user friendly to relive stress from the users of the AI. Basically the program is useful to the people to make interact the user.