

Adaptive Neural Network Environment

Inputs:

- erratic movement of mouse or movement
- Avoiding looking at certain stimuli
- Microphone
- Webcam
- hesitating
- running option
- Pausing

2
} afterthoughts

Methods:

- AI directs player (Don't believe anything)
- Multiple AIs Set to different fitness levels to lower the ~~fear~~ fear factor
- Tension graphs, where larger stimuli is supplied less frequently, but at key points
- Perception based AI where fitness error is different per AI to allow random stimuli, so it can still learn.
- Two bots, one encodes what user did, one encodes what to do to the user decodes
- AI constantly trying to understand user

Story:

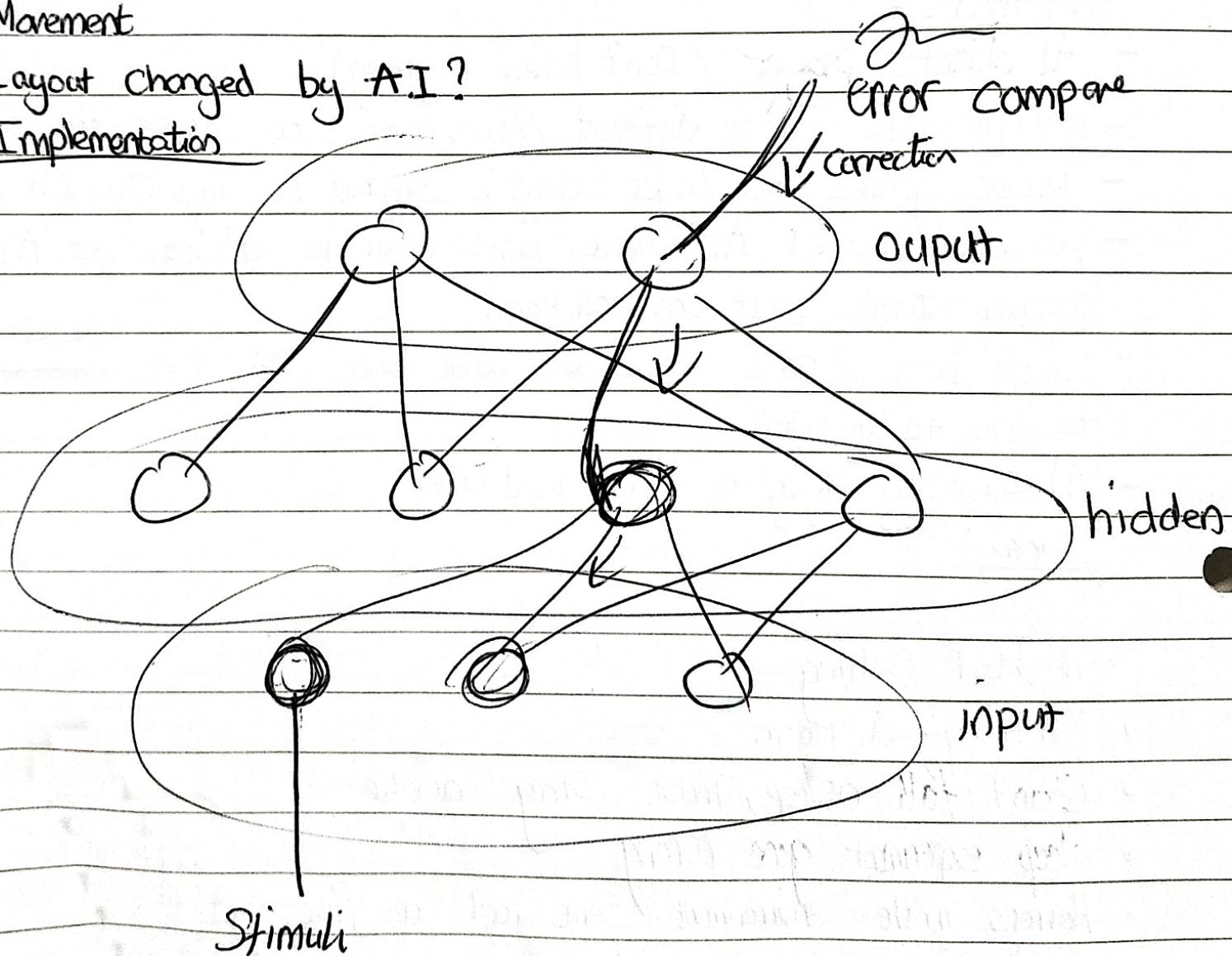
- Hospital Setting
- Psychological Horror
- Can't fall asleep, must stay awake
- Sleep experiment gone wrong
- Horrors in the environment Some real some fake
- Goal to escape hospital.
- find antidote

Outputs:

threshold

- Doesn't let user pause the game in certain situations (above Stimuli)
- Pausing can still allow movement behind menu.
- Hallucinations
- Weeping angels idea?
- Noises (creaking, footsteps, ambient (passive / active))
- Phobias ~~AAA~~
- Atmospheres
- Lighting
- Props
- Movement
- Layout changed by A.I.?

Implementation



Plan for next week:

- Meet at 11am in templeman Wednesday 16th October

To do:

- Research perceptions
- Read Unity documentation on C#
- Nick to email Dominic for meetings and Workspace Confirmation.
- Jordan to Write guide on texture and Modelling.
- Everyone use guide to Model their necessary items.

Assets Required:

- Doors (SAM)
- Trees (Nick)
- Beds (Hobby)
- Lights (Jordan)
- Nick to Create character controller & Menu. (Add VR Support) (non VR)
- Collect Sound Samples as group (Hobby)

Bonus Tasks:

- 4th dimensional movement (reality is deceiving) (non euclidean)
- Eastereggs

To discuss next week:

- Sound Design /Music (minimal)
- VR Controller
- Neural Network design
- More Assets
- Reflect on progress.
- Core Mechanics (Necessary /important VS Optional)