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<div align="center">DFA Project Proposal</div>

A text based video game is my proposal for the project, the video and the other characters in the game (NPCs) would be the DFAs that the player would interact with throughout the game. The point of having both the characters and the game be DFAs would be to have something like inception, but with DFAs and it is only two layers deep. The game is both the first level of depth and the first DFA then followed by the next level of DFAs and depth the NPCs in the game itself. The NPC DFAs will look through what actions the player took throughout the game and make choices to react to the player's actions. The player would interact with the game and the NPCs by typing in words like examine, talk, fight, move, left, right, north, south, nothing, etc. Throughout the gam there will be different NPCs to encounter and interact with and from the player's choices (the state transitions) will change both the NPC's limited choices and the game's outcome. The game will have different states that will change based upon the player's input and based upon the input and the state the NPC'S will act accordingly. So, in q18 the player may be riding in a train next to a dinosaur while in q43 the player could be dumpster diving instead. The importance of these actions and differing scenarios is that most every action the player takes will affect another NPC and every action will affect the game and its state. I plan to have the game focus on a single day and every action moves time in game forward by a couple of minutes. This will mean that if the player does nothing or doesn't interact with the NPCs the NPCs will do their own thing and just be there irrelevant of player interaction. The game will be called Ryan Quest: The search for true AI.