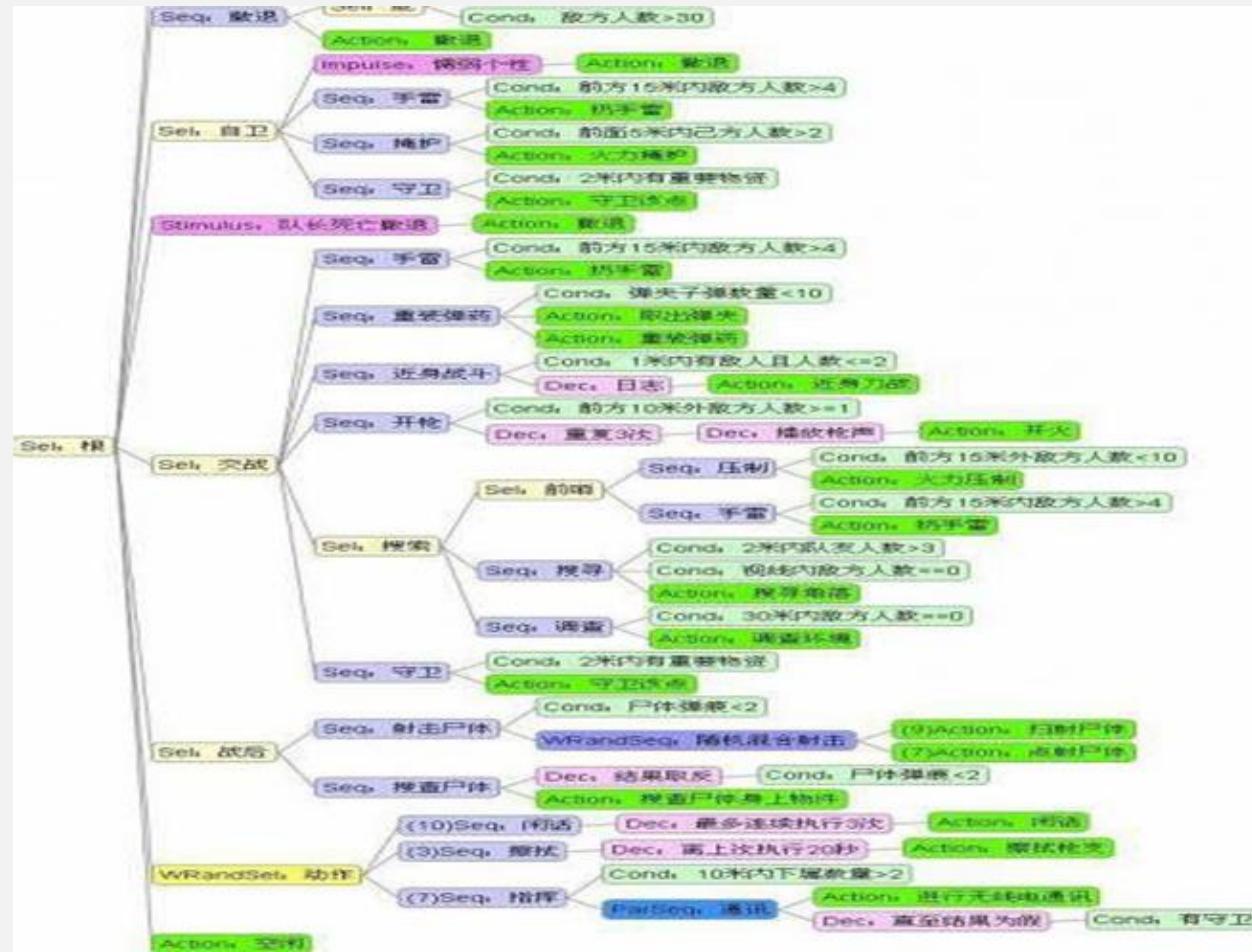


**An NPC design assistant plugin
for games, powered by
a large language model**

Group E7

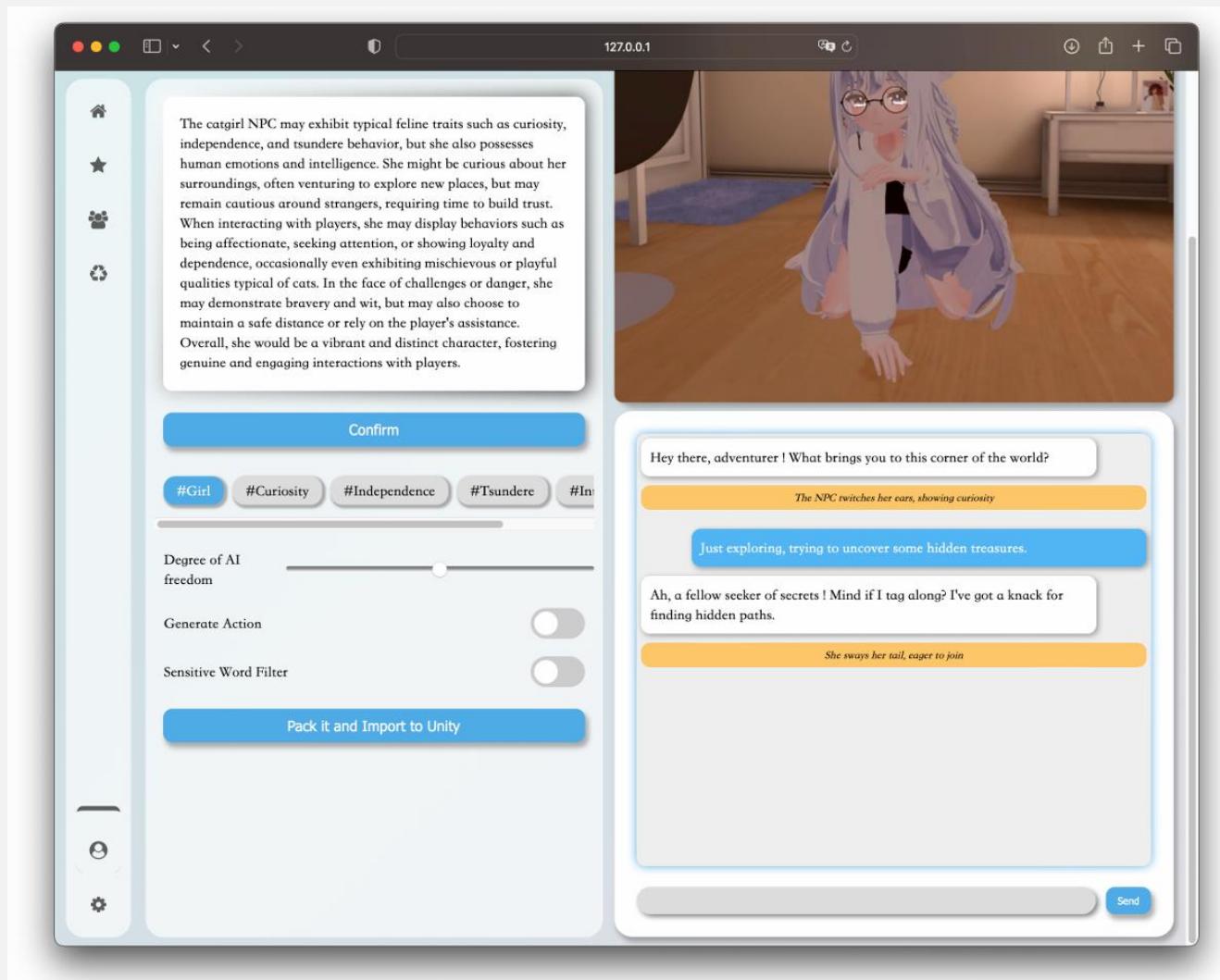


COMPLEX BEHAVIOR TREES



PROTOTYPE

*Here's the **prototype** we ended up with:*



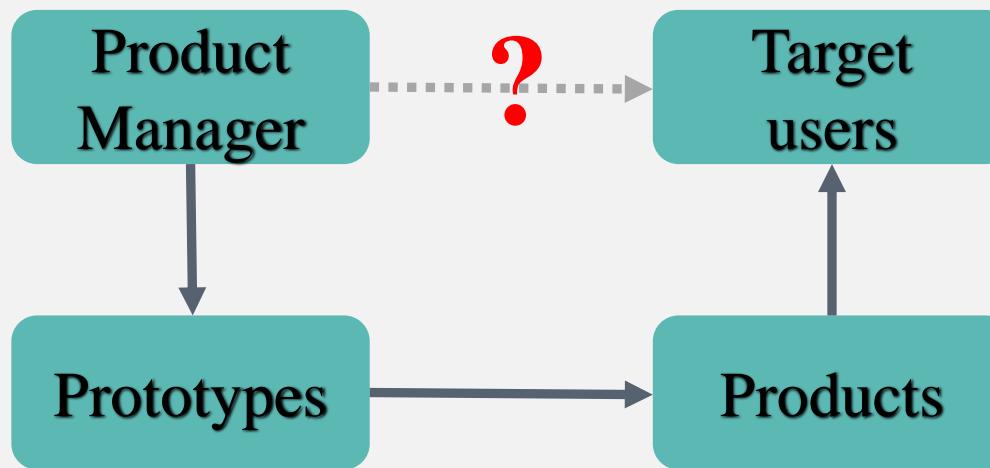
SOME GENERAL EXPERIENCES

Focus on two things:

- User-centered product design
- How to manage collaboration costs

HOW DO WE UNDERSTAND THE USERS' NEEDS?

Our goal is to design products that meet the needs of users, as product managers.



- Directly interviewing them might be a good idea.
- **But** in most cases, users don't even know what their needs .
- They can't fully realize them, and at least they can't express them clearly with words.
- Our job is to **figure out** their **real needs** through various methods and approach to the true answers through experiments and evaluations. (Core)

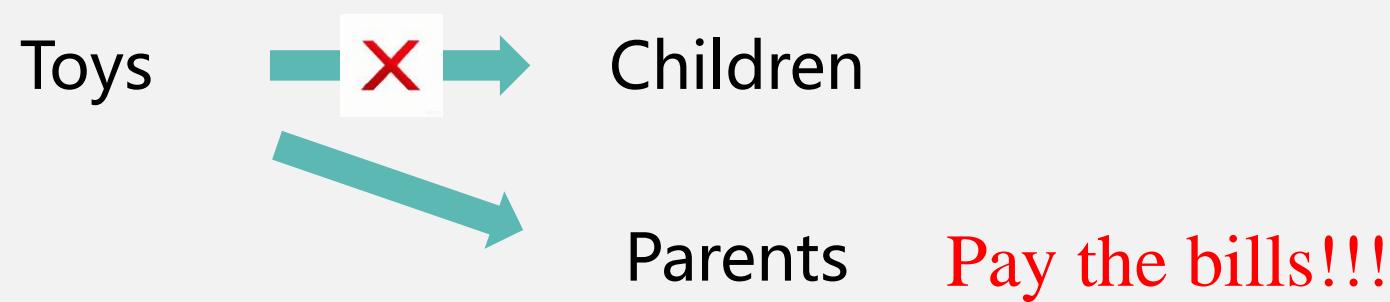
THIS IS FAR FROM THE WHOLE PICTURE.

Toys → Children

Lamps → Students

PCs → Players

HOWEVER, WE ALSO HAVE HIDDEN TARGET USERS, RIGHT?





- *Children* → Direct target user
- *Parents, so a lot of family relationship context.*
- *People who love domestic products*

Pay the bills

In the future, we also need to consider more hidden users .



Direct Target User

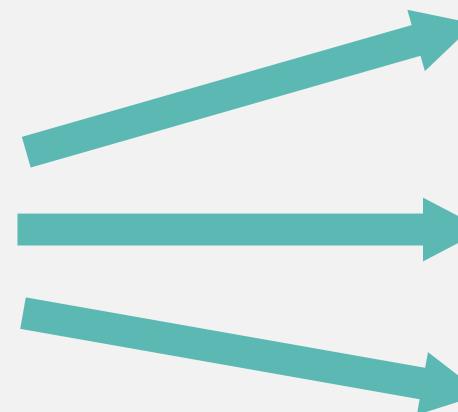
They need your product

also

Boss

Investor

.....



Pay your salary ✓

Give you money ✓

*In this module,
who is the **hidden** target
user?*

Your real hidden target users are:
Your professors and TAs



Please try to know what they **actually prefer**
Through communication,
reading the **task sheet**,
and so on.....

You can apply this idea to your
future applications and jobs.

The second part

Managing cost reduction in team work

If doing something **together**
is less efficient than doing it **alone**,
then what's the **maening** of teamwork?

Teamwork

What's the **method** to **reduce**
management costs?

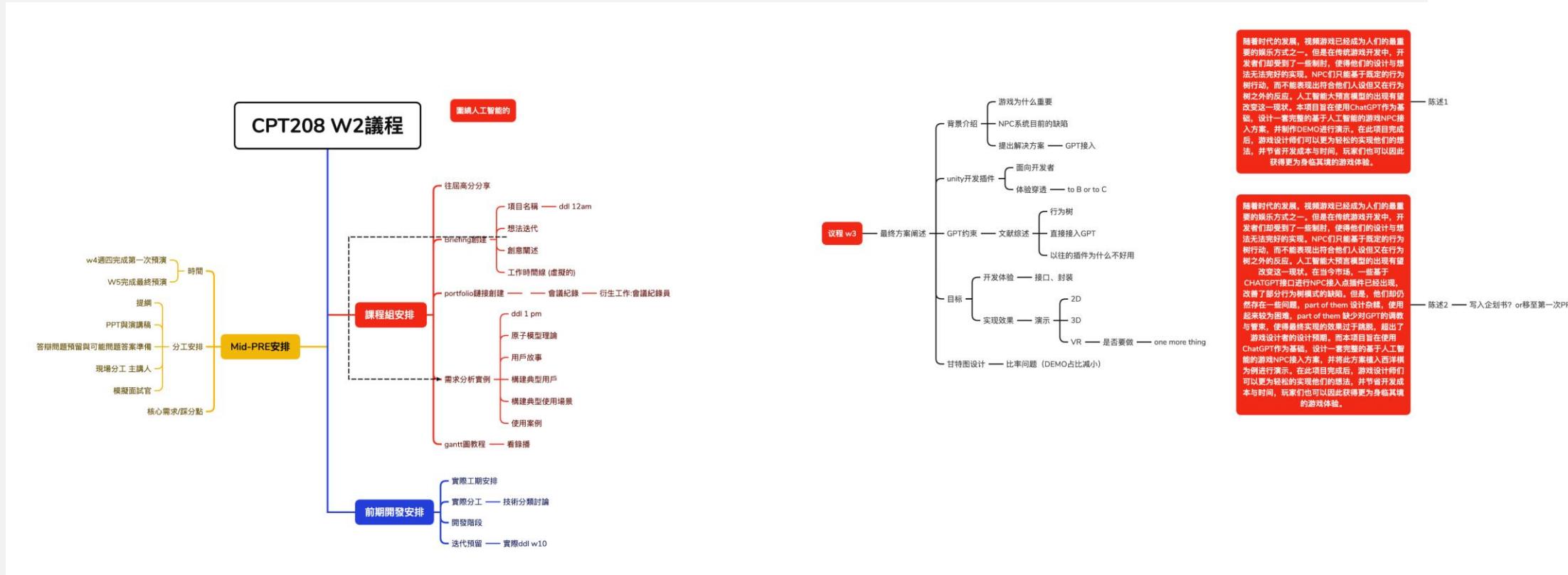
Leadership?

That's talent

Actually don't must in coursework
because naturally have the same goal

**Well prepare the
Meeting!!!**

As a group **leader**, try to prepare the **materials, agenda, and expected outcomes** before each meeting.



If it turns into everyone saying one thing, the meeting could last four or five hours with no results.

THANK YOU!