CSE434
Final Project Report
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This project overall was very interesting. This was my first time truly getting my hands "dirty" working with AI in an application setting. The knowledge and experience I gained from this is truly invaluable. So starting off I knew I was going to have to find a way to structure both the input and output of the OpenAI API. So that was the first big hurdle. By doing some research into the API Documentation, I was able to find a structured output mode where you can pass in a response format object, and using pydantic module with the BaseModel class, you are able to in theory essentially get a response from ChatGPT using your own supplied object. Once I was able to get this implemented it truly helped everything out, therefore my parsing logic was easy and efficient and didn't have to worry about extra things. Another thing I had to worry about was using too many tokens for both input and output. Luckily by using a structured, user and system message, I was able to keep those to a minimum. The AI integration in my opinion was essentially making the AI the "game master", therefore the AI would want to take over control of the game. I want it to be making more of the decisions rather than the coding logic. So overall, I enjoyed this project and was rather fun to implement.

In my opinion, I don't think this project has "captured" exactly what we've been trying to learn this semester. I found it to be somewhat out of scope as we really didn't do anything like this over the semester except for maybe an in class demonstration of a colab doing something somewhat similar, but not exactly. I also found myself a bit misguided due to the instructions not being entirely clear, I felt like it wasn't exactly describing what was needed for this project, maybe just a bit too brief. If we did something in class to build up to this project I feel as if that would've been very beneficial. However, for myself, I haven't coded a game since one of my first CSE classes a few years ago, therefore I wasn't exactly expecting a game to be the final project. Regardless, I still found it fun and interesting. As well as it's also making more inclined to get into game development.