■ Hungry Dog – AI Showcase Game

Tagline: A fast, funny, and intelligent battle of wits: stop the dog before it eats itself into trouble!

■ Core Concept

Players step into a chaotic kitchen yard where a mischievous dog tries to eat every snack it finds while the human caretaker fights to stop it.
- Player controls the **human** – run, discipline, and clear dangerous food.
- AI controls the **dog** – it learns where to go, how to avoid you, and adapts to rule changes.

■ Gameplay Highlights

- Randomly spawning snacks: chocolate, cheese, dog food, poison.
- Dog needs **1.5 seconds** to eat – interrupt it in time!
- Chocolate is deadly – if the dog eats three chocolates, it dies (game over).
- Poison ends the game instantly.
- **Discipline** mechanic: press a key within range 0.5s before the dog eats to stop it.
- **Clear the path**: pick up snacks to keep the field safe and uncluttered.
- Hilarious hazard: the dog can **poop traps**; if the human slips, they're frozen for 3 seconds.
- Lose condition: too many snacks pile up and block the map.
- Goal: train the dog so it finally stops going for dangerous food.

■ Why It's an AI Showcase

- The **dog is a learning AI agent** – it adapts where to run, what food to prioritize, and how to outsmart the player.
- Live **rule changes** (e.g., chocolate suddenly worth more) show instant adaptation.
- Switch between a **static bot** and the **learning AI** to make the difference clear to visitors.

■ Player Experience

- **Quick start:** 2–5 minute rounds, simple controls.
- **Clear feedback:** visual indicators for AI goals, snack danger, and discipline range.
- **Fun & surprising:** watch the dog evolve smarter tricks mid-game.

■ Target & Setting

Designed for AI lab demos, open days, and tech fairs:
- Simple enough for **non-IT visitors** to understand AI learning.
- Exciting for students & families: a mix of action and strategy with clear AI behavior.