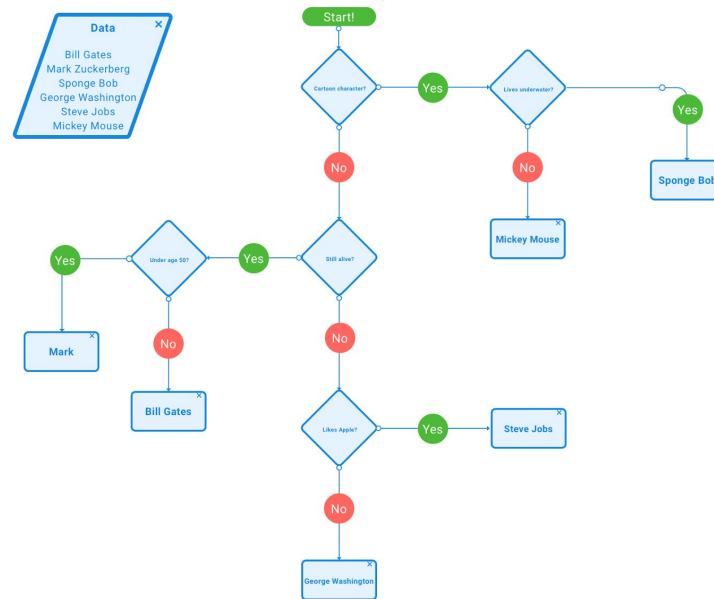


## Appendix II: Text Adventure: Fake AI ↑↓↔⇒

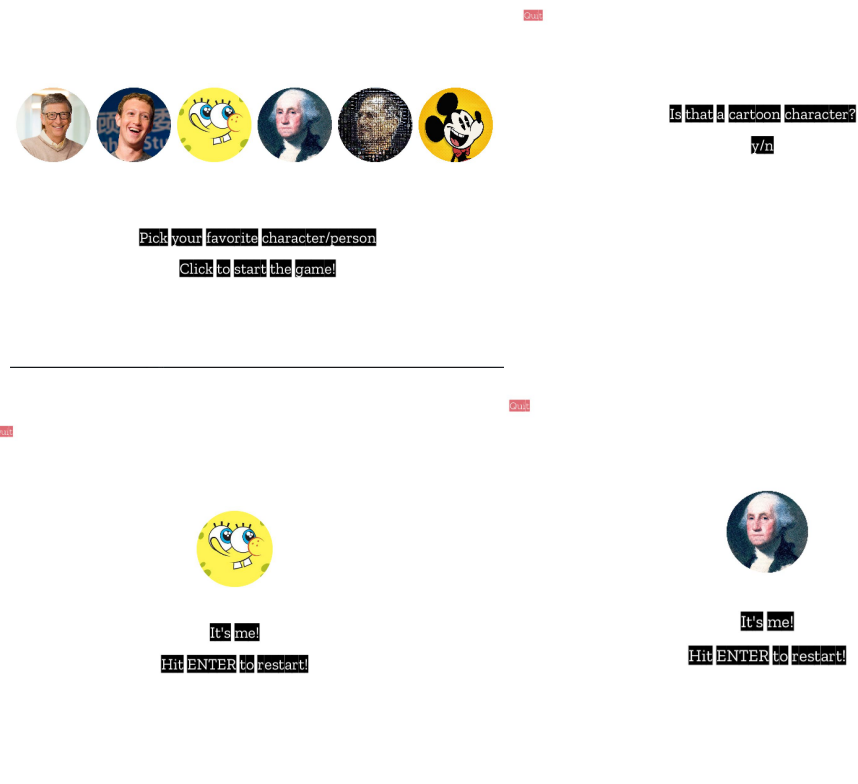
### Introduction

**Fake AI** is a game in [Processing](#) that guesses your favorite character/person from a range of 6 people/characters provided by the system. Users can answer y/n to each prompt and the computer will be able to find out your favorite character/person within 3 steps.

### Flowchart



## Snapshots



## Implementation

**Fake AI** uses Processing to generate graphics and text flow for the game. The game load assets through `loadImage()` and `createFont()` functions. For detailed implementations, refer to the **source code** in the following section.

## Source Code

[Github](#)

## License

MIT license