Homework 2: AI Report

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We had a lot of issues getting various blueprints to work as expected, and the quickest way to try to resolve those issues was using ChatGPT. Typically, I started with the normal blueprint as described in class, but if it did not work as expected, I could copy and paste a screenshot to ChatGPT for it to help resolve some details. For example, setting the Win Menu caused a significant number of problems and did not work the same way it was described in videos for a 2D display. Instead, ChatGPT provided a more in-depth blueprint that was specific to VR.

Overall, ChatGPT is simply a more efficient way to ask questions than the usual search engines (Google, DuckDuckGo, etc.), so troubleshooting is simply faster. While only one blueprint - an attempt to create a vanishing door using a key - was crafted from the ground-up from ChatGPT, there were quite a few “conversations” trying to fix small bugs or work out non-functioning blueprints.

This is probably the most effective use for LLMs to date: ChatGPT in particular is great at taking a full description of a programming problem and finding a solution. Its ability to process images also makes it much more invaluable than other search tools. Trying to describe the exact problem in Google tends to pull up several dozen websites with specific answers that do not pertain to the exact problem, so LLMs simply save an immense amount of time.

Particular to Unreal Engine, ChatGPT analyzes the Blueprint images nearly flawlessly and returns text versions of any fixes that need to be made. If there are still errors, it responds to the next query in context.

In short, we used ChatGPT as a supplement to many complex problems, some of which were not fully covered in class materials, like creating UI elements in VR.