

# HACK-AI-THO

# N

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Greeting, humans!



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# Introducing... **MERLIN**



Welcome aboard!





# What is it

**01**



1v1 competitive game  
emphasizing on fun

**02**



But can also study  
while enjoying yourself

**03**



Python FastAPI  
OpenAI APIs  
Unity  
Photon





**DEMO-**  
**TIME**



# Why do we think it's good?

Add your name

01

Revision app that tests knowledge, understanding and recall.



02

Integrates a fun, competitive and social aspect to learning.



03

Convenient and can be played anywhere.





# Scalability & Future Potential

## Phase 1: Launch

Deploy core battle system with AI question generation for computer science and STEM subjects.  
Target university student cohorts.

1

## Phase 3: Enhance

Introduce team battles, custom character creation, achievement systems, and integration with learning management systems.

3

## Phase 2: Expand

Add subject variety, tournament modes, and educator dashboards for tracking student progress and engagement analytics.

2

## Phase 4: Scale

Mobile deployment, international language support, and partnerships with educational institutions for widespread adoption.

4



# THANK YOU



Until next time!