mmmake

AI-powered Non-player Characters (NPCs)

Project X

MOTIVATION

Non-playable characters (NPCs) in video games are computer-controlled figures essential to gameplay and narrative. AI integration enhances NPCs' adaptive, realistic behavior, dynamically responding to player interactions for deeper immersion and interactivity. Our project integrates OpenAI for advanced AI capabilities to further enhance NPCs.

GOAL

Integration of artificial intelligence (AI) allows NPCs to behave adaptively and realistically by dynamically responding to player interactions and decisions, thereby enhancing immersion and interactivity.
As part of the project, an interface with OpenAI will be implemented to leverage advanced AI capabilities and further enhance NPCs.

IMPLEMENTATION

We have implemented 3D modeling in Blender and game development, including the technical implementation of AI-driven NPCs in Unity3D.

The integration has been carried out using C# and Python.

FEATURES

Character Editor: Players can customize hairstyles, tops, and pants, with the ability to choose from a variety of colors for each option.

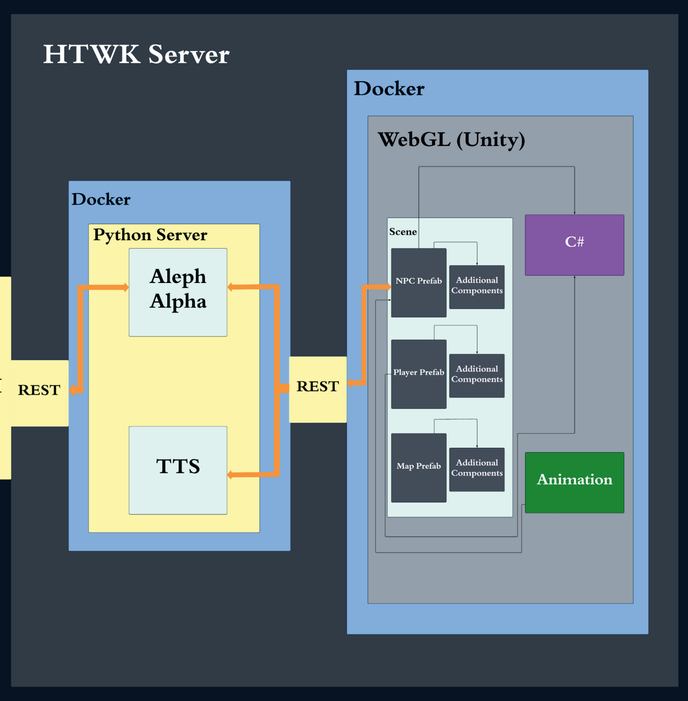
Text-to-Speech User NPC: NPCs are equipped with text-to-speech functionality, allowing them to communicate verbally with players.

Animation: NPCs feature a range of animations, including transitions from idle to angry, nodding, waving, and engaging in combat.

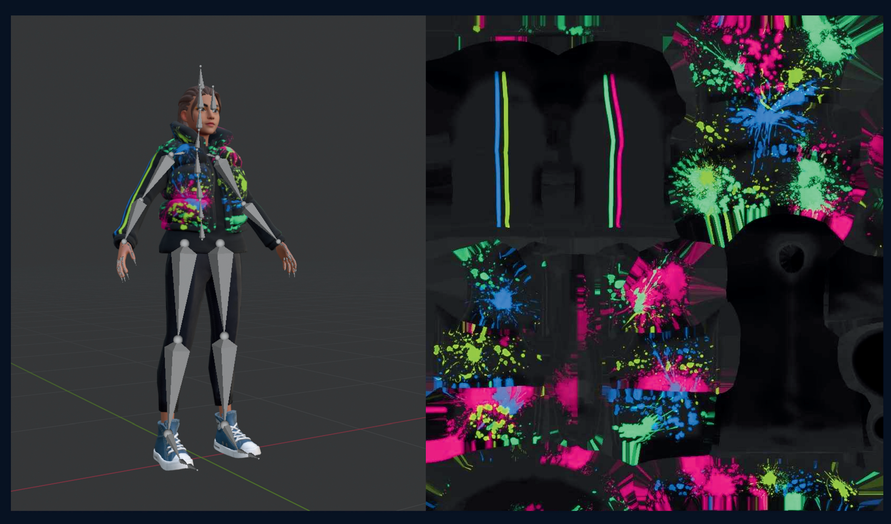
Game World: The game environment includes a test player interacting within a dynamic and immersive world.

Aleph Alpha Interface: Integration of an alpha interface provides responsive feedback and interaction capabilities

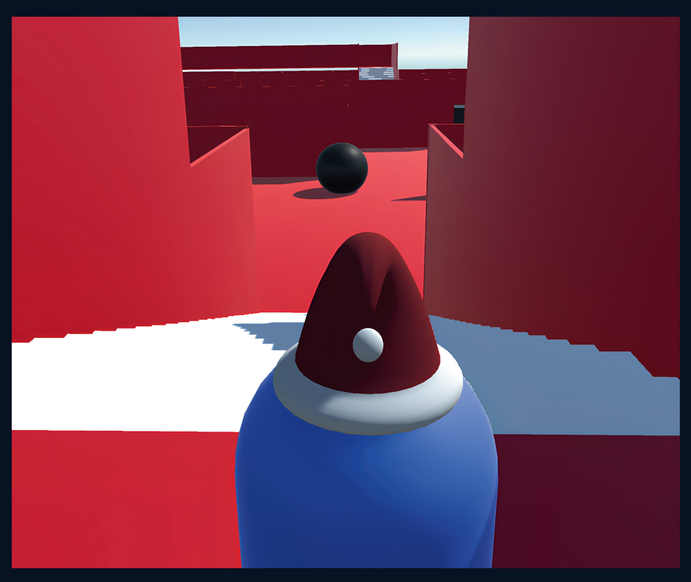
TECHNICAL INTERACTION



BLENDER



UNITY



TOOLS

C# · Python · Aleph Alpha · blender · unity · GitLab · docker · sonar

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SCAN ME!

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