

h(AI)ku

Interactive Poetry
Experience

Introduction

Game Type

- Voice Activated **Puzzle** Game (Desktop)

Target Audience

- Sci-fi & **Poetry** Enthusiasts

5 Second Pitch

h(AI)ku is a poetic AI experience,
in which the player, **Starchild**,
uses their voice to collect text
fragments, unlocking a conversation
with their long lost cosmic **Mother**.

Game Walkthrough (1)

Victory Conditions

- Score is evaluated by chosen sentences
- Each letter is associated to a specific value
- Using the 'A-1, B-2, C-3' scheme
- Your aim = total of 555 points

Player Roles

- Select text fragments to compose a Haiku
- Play 3 levels before receiving the Mother's response

Game Walkthrough (2)

Narrative Elements

- The text is repeated to you by AI bot

Formal Elements

- Voice activated poetry game
- Built using speech recognition in p5.js

Mechanics

- The score is compiled by the length of each sentence

Unique Selling Points (1)

Value Propositions (Cultural / Creative / Intellectual)

- Strong focus on Astrology, Poetry, and AI

Unique Formal Elements

- Collect phrases to compose new combinations

Unique Selling Points (2)

Unique Narrative Elements

- The cosmic connection between mother & child
- Searching for meaning through poetry

Unique Mechanics

- Voice controlled puzzle game

(Level 1)

**Telescope's
Keen Eye**

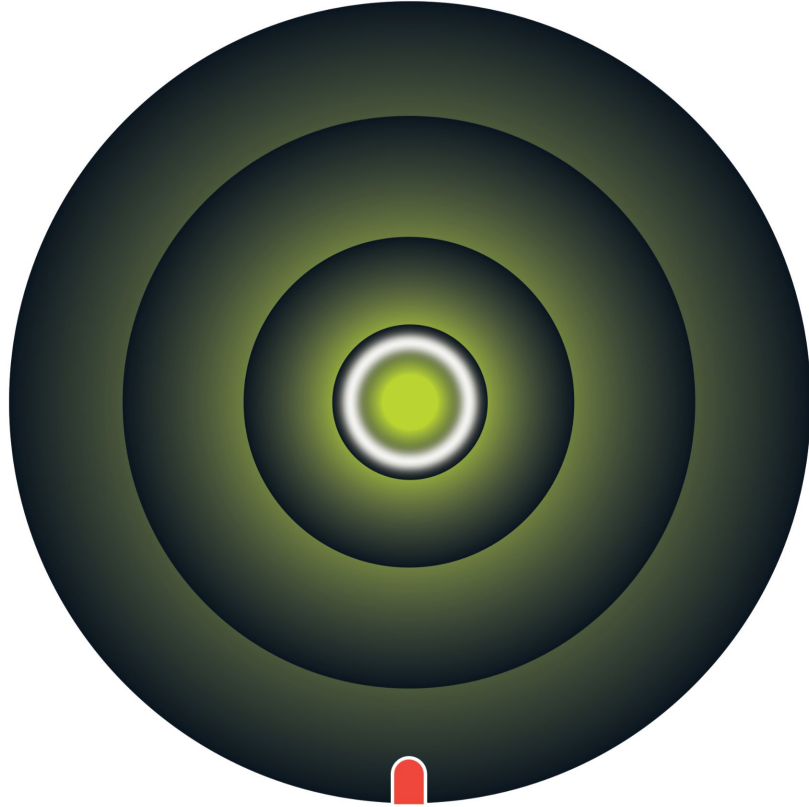
**Dust Particles
Dance**

**We Reach
For The Stars**

**Beneath a
Full Moon**

**Vast,
Inky Expanse**

**Distant
Planets Glean**



**Listen, Child of The Stars.
Love Threads the Vastness,
You're Part of the Song.
Shine On.**

Prototype

Online Version

PLAY

https://fdg84.github.io/cart263/FINAL_PROJECT/AI_HAIKU/

CODE

https://github.com/fdg84/cart315/tree/main/AI_HAIKU

Future Directions

What did you learn that was interesting?

- The rigorous playtesting phases and journal keeping has helped me focus on my objectives, and understand potential hazards while building games and creative projects.

Where would you take this next?

- I would like to adapt this to a 3D environment, with a playable character which could move between levels, integrating storytelling elements and interactivity.

Questions

Thanks for listening!

Feel free to share some feedback
to help me improve the project!