Møde 17-09-25

Henrique is alive

Trolly problem could be changed to:
Team mates problem
(T-shape) problem
(T-Based)

Not recommend hard turing test
       Method more how degree realistic
             Suspention of disbelieve

social game
nr or character social limit
How much noise or other factors influence the decision

Behavior cloning
       How much perception

Vertical slice of game
1-2 scenes

User evaluation - Have it in mind
       Online?
       A/B or A/Bx test

Convai - More out of control
       Runtime changes of avatar/agent in realtime
Inhouse own avatars

Amazon host

Meta avatar

Latency is issue
       data package
       Local deployment

Clever reference
Template is bed

Low road:

1. Gaussian splatting, blender skeleton
2. Text, speech
3. Change behavior in real time
4. Evaluation
5. Documenting

Also UI/UX
And scenario - Vertical slice
Could also have ML/LLM in the workflow

Sumarian amazon
    Its killed