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Project Proposal

<u>Video Game AI Manipulation</u>

     For my DFA project I plan on fixing a problem in a game called Fire Emblem. Fire Emblem is a strategy game where you command an army to fight opposing enemies. A problem with the game is that there is an Auto-Battle function that is very lackluster and causes more harm than good to players. It causes your units to run into combat without strategy and ends up getting your characters killed. Since it doesn't work properly players tend to not use it as it is way to risky because once a character dies it cannot be used any more. To solve this problem I will create a DFA to help alter the AI's decision making by creating its behaviors to be more strategy based than just pure offense. Some behaviors may include retreating, attacking, healing, guarding, etc and based on the enemies stats and numbers these decisions will be made. People may say that using auto battle will just make the game play itself, however this is not true. It would be very useful for grinding experience for characters and ensuring they don't die in the process, but there is still a lot of user input within the game such as class paths, item breaking, and support pair ups that the Auto-Battle function would not take into consideration. It also would not all for other in game choices to be made such as saving a specific character or town it would focus purely on combat. For players who want more of a challenge then they would simply not use this feature. As it currently stands a very small portion of players actually use the Auto-Battle function since it is too risky. With this fix player may actually use the function and it would be in working condition and overall make the game function better.