Reflective Essay

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Computer game

This article is used to reflect on the errors and problems that occurred throughout the project.

ProJect goal problem

The first is the project goal: The initial project goal is set to: Stage1

Connect chatgpt to my game. Train the chatgpt behind different NPCCS separately to differentiate the dialogue and behavior patterns of NPCS

Finish this stage will be a successful project and OK to submit.

Stage2

Explore how much freedom chatgpt can and should give players by adjusting chatgpt's parameters. Specific exploration direction: intelligent dialogue, quest generation, PCG, and ending orientation.

But later the project goals were modified to:

Connect chatgpt to unity. Train the chatgpt behind different NPCCS separately to differentiate the dialogue and behavior patterns of NPCS. Connect two chatgpt simultaneously in unity. Generate entities based on gpt responses. Briefly describe the difference between 3.5 and 4o.