

GameDevs Python AI Graz Collaboration

Thomas Aglassinger, 2024-04-11

About me

Introduction

- Software developer and gamer
- Co-organizer of Python User Group Graz (pyGRAZ)
- Web: <https://roskakori.at/> and <https://aglassinger.at/>
- Open source: <https://github.com/roskakori>



About me

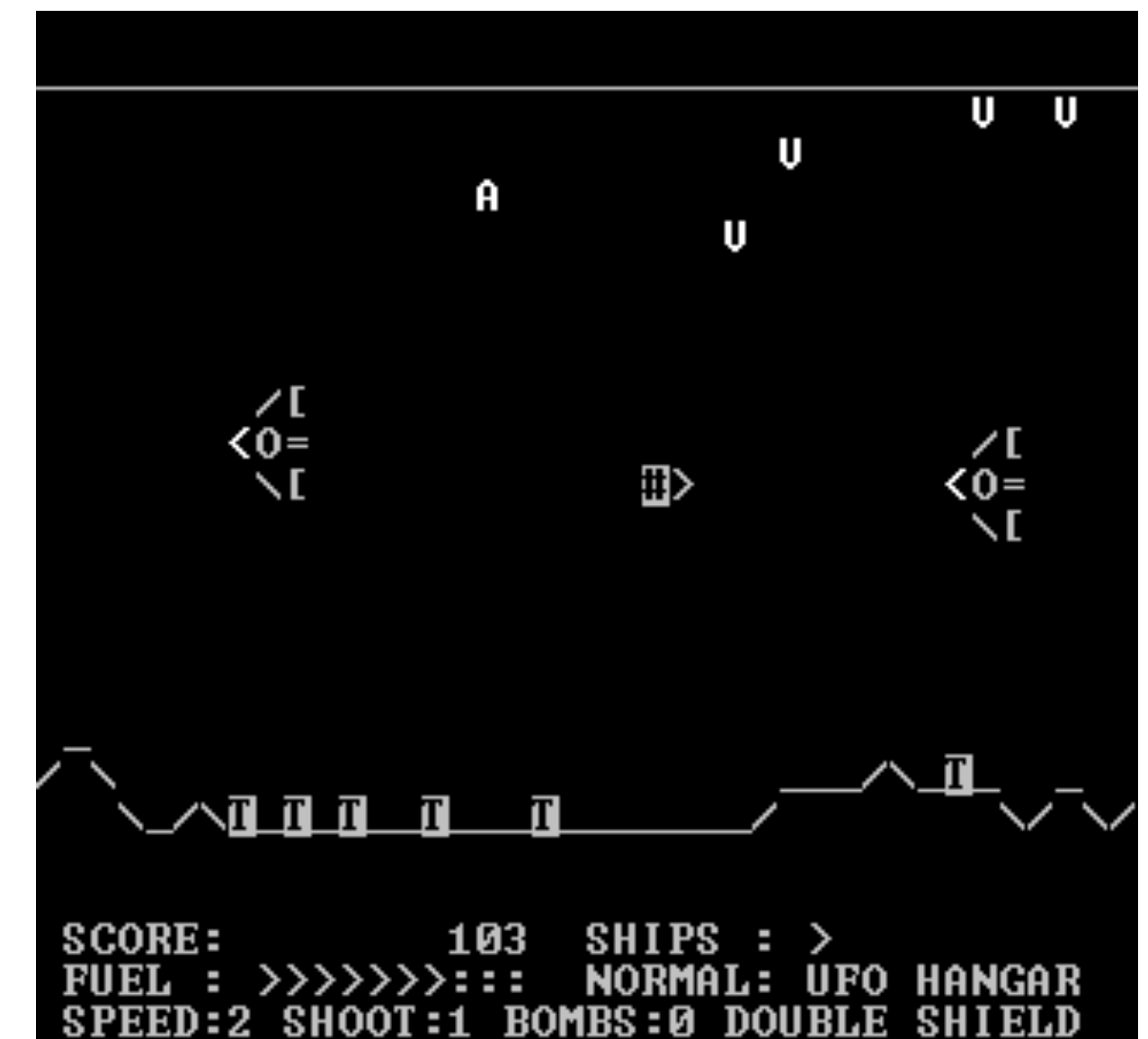
Gaming

- Commodore 64 → Amiga → Playstation 2 → Mac → Windows
- Emergent gameplay, freedom, exploration; for example: Fallout NV, Deus Ex
- Mindfuck games, for example: JazzPunk
- Multiplayer shooter (if I can get by with bad aim), for example: America's Army 2, Dirty Bomb, Paladins

About me

Game developer?

- ASCII-Scramble
- Side-scroller using only ASCII characters
- Procedurally generated levels
- Open source, written in Turbo Pascal in 1994
- <https://roskakori.at/projects/ascii-scramble/>
<https://github.com/roskakori/ASCII-Scramble>



PyGRAZ

Python user group Graz

- Meets every 1st Tuesday per month (with breaks during summer and new year)
- <https://pygraz.org/>
- Typically at Realraum or Gösserbräu
- Since 2010; next Meeting: 2024-05-07 - Lightning talks
- Python and gaming:
 - PyGame: <https://www.pygame.org/docs/>
 - Ren'Py: <https://www.renpy.org/>
 - Low entry barrier



Collaboration idea 1

Combined meetup GameDevs and PyGRAZ

- Give a talk about a topic related to gaming and Python?
- Python coding dojo with a gaming related topic?

Collaboration idea 2

GameDevs, PyGRAZ, AI Inspirations, Creative Industries Styria

- game development = ultimate form of art and creativity, can combine: visuals, sound, story, decision making, ...
- Format: Workshop (paid, ca. 6h) and panel discussion (free, ca. 2h)
- Possible basic idea (still "brainstormy"):
 - Build a game in small groups
 - Fill the gaps and prototype with AI
 - Also use open source AI
 - not just advertise and throw money at Midjourney and ChatGPT
- Challenge: Complex relationship game developers - AI

Thoughts?

Collaboration idea 3

Python as tool in game development

- Python as build tool for game development
 - Convert assets
 - Example: Blender geometry notes → use AI to generate
- Python in game engines for logic
- From Python to GScript (in Godot engine)

Collaboration 4

Limitations of AI in game development

- Where does it work (e.g. generate rough concept art)
- Where doesn't it work (e.g. generate 3D models)