

To implement such a scenario, the following steps are required:

1. Using gpt4, collect a large amount of material - films, books, scripts, games, as well as the social life of people from social networks, news and hacked cameras.
2. Mark all the relationships between people on each source of information - who loves whom, who hates whom, who is friends with whom and why.
3. Create a model that explains the process of the emergence or termination of friendship, or friendship, or sexual relationships in each case.
4. Combine all the developed models into one that could explain most situations.
5. Create a model to generate suitable videos, voices and stories for each of the model's "personalities".
6. Make sure that the model behaves quite humanely - that is, the model cannot know all the books and films that another person does, respond instantly at 4 a.m. or look through an article in a couple of seconds.
7. Train the model in any foreign language courses, pen pals or party members in online games.
8. Additionally train the model based on the obtained data on the model's behavior.
9. Repeat steps 2-8 until you get a fairly good result.
10. Create software for generating a real-time video representation of the model, taking into account the synchronization of gestures, speech, behavior and other things.
11. Create an application for phones and computers, make it quite convenient for users, optionally add fan service to attract users.
12. Advertise applications for maximum audience coverage.
13. Sell data received from users, or vice versa, upload some ideas to users for money.
14. Invest the proceeds in improving models and advertising to increase influence on people.