### CMPM 146: Game Al

# AI PET COMPANION SYSTEM

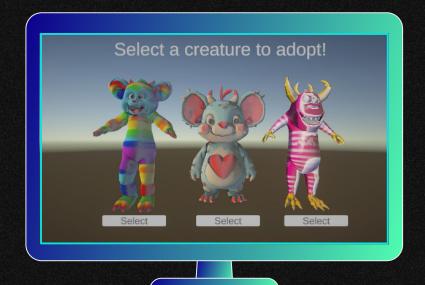
Al as a Pet

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# Project Overview

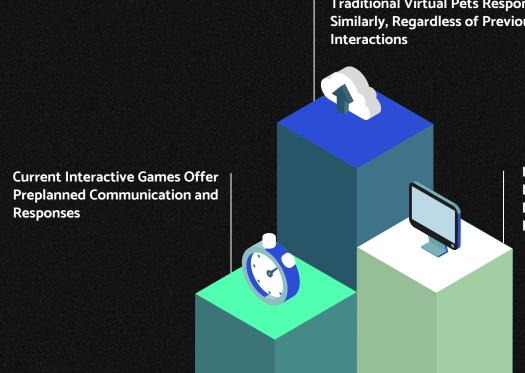
#### What Is This About?

- Adopt a dynamic virtual pet and have LLM-driven interactions
- The virtual pets learn and adapt their responses depending on player's tone
- Learn their behaviors and respond to their engineered needs





#### **Problems Addressed**



**Traditional Virtual Pets Respond** Similarly, Regardless of Previous

> **Most Pet Simulators Provide Limited Emotional Connection Due to Shallow or Predictable** Responses

## **Technical Solution**

**Player Action** (Feeding, Texting)



**Unity Interface** (Visual Interaction)



**Needs System** (Tracking Hunger, Sleep, etc.)



Pet Behavior (Display Animation, Update **Emotional State**)

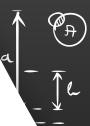
y= |-2x



**Response Processing** (Parse JSON to extract dialogue)



**LLM Prompt** (Structure Creature Data for AI)

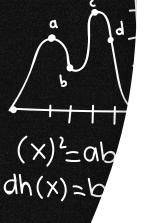






# Demo + Fun Bit





## Novelty



## Traditional Virtual Pets

- Similar games include Talking Tom and The Sims Pets
  - It uses predefined animation cycles
- The interactions rely on scripted dialogue options
- Most games follow predictable response patterns



#### Al Pet Companion

- The AI pet evolves based on long-term player interactions
  - It uses an LLM, creating unlimited conversational opportunities
- The game maintains consistent character while the pet adapts



### Benefits

- Unique Player Experience
  - Each player receives a truly personalized companion experience based on their specific care patterns and interaction style
- Enhanced Emotional Connection
  - Players develop more meaningful relationships with pets that remember interactions and evolve their personalities over time
- Educational Value
  - Realistic virtual pets can teach responsibility, empathy, and care



JJJ x = dxayaz



y'= cos 2x2

2 Vy2-x3

TL=3,141592

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