

Project Overview Slide Draft

Compose a single concept slide and add it to the end of the Creative Project Proposals Google slide deck (follow the link in the Creative Project Proposal assignment).

Your slide should identify the following:

- Overview (what the project is about or will do)
 - There are AI-generated creatures, each with a different personality/behavior, appearance, and needs. The player can adopt a pet, and training and caring for it continuously will allow it to grow to its full potential.
- Team (names of each team member)
 - Shanaya Malik
 - Matthew Streib
 - Luan Ta
 - Trinity Wu
- Theme (e.g., “AI as Design Assistant,” “AI as Student” or some other role you make up)
 - AI as a Pet Companion
- Novelty (what is new or especially interesting about this project)
 - The AI learns from how the player treats their pet, affecting its mood, obedience, and skills.
 - Creatures have unique desires (food, play, training, socializing), and their expressions and behaviors change dynamically.
 - Train a creature well, and it becomes a powerful companion and if you neglect it, and it might run away?
- Value (who would benefit from a real system based on your prototype)
 - Players must balance pet care, training, and business management, as well as money?
 - Game companies can utilize creature generation for their games?
- Technology (key AI elements of the approach)
 - LLMs (GPT, Claude, Gemini) for generating creature personalities, designs, and reactions
 - Machine Learning-based pet behavior modeling to give creatures their own personalities and learning ability.
 - Reinforcement Learning for AI training mechanics (creatures learn from the player’s actions)
 - Unity or Godot for game development, featuring animated pet interactions and shop management mechanics.
 - Unity Version
 - Github Repository
- Work plan (key tasks, + assignment to teammates)
 - Generative AI Development (creature generation and behavior modeling) - Shanaya Malik
 - There can be a specific number of creatures generated, and the player can choose one (there can be a few appearance modification options, such as creature’s name or color).
 - Game Systems & LLM Integration - Trinity Wu
 - Create personality traits and needs
 - Implement mood and growth tracking (if pet’s physical and behavioral needs are met then there’s growth for the creature versus if not, then the pet might run away or fall sick)
 - Game Logic - Matthew Streib & Luan Ta
 - Design of the shop for the player to adopt the pet from
 - Incubator of the animal

- Inventory system and resources for creature
- Game Play & Testing