System Overview

The artificial intelligent software which we are working on comes in the form of a game. Our game will be developed using the language, Python 3.5. This system may be used as a way to improve one's cognitive and motor skills or it may be used as a way to relieve stress or even just to provide enjoyment.

This game will work in improving ones cognitive and motor skills through requiring the individual to focus on the different colors of the enemy ships which will only take damage should the individual also be quick to choose the correct color prior to initiating an attack. This process will help the player to improve their focus as they are required to pay attention to the colors of each enemy ship, improve their reaction time by forcing the player to think quickly in which is the appropriate color to provide damage, and therefore improve their overall decision making skills. The game will help to relieve stress in the sense that the player will have the chance to focus any aggressive feelings on the enemy ships within the game and will provide satisfaction every time the player gets a hit and takes down an enemy ship. Another way which this game will provide stress relief and possibly even pain relief is through taking the players focus off of whatever it is that is bothering them and placing that focus on decisions required in order to win the game.

This product will require that the individual's computer be able to support Python 3.5 and may require the installation of the software, Pygame, in order to run the product. Without these requirements in place there is no guarantee that this game will run on the users' device due to the build of the game.

References:

7 health benefits of playing video games. (2013, March 10). Retrieved February 01, 2017, from http://theweek.com/articles/466852/7-health-benefits-playing-video-games

Video games speed up reaction time. (2013, May 29). Retrieved February 01, 2017, from http://www.futurity.org/video-games-speed-up-reaction-time/