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Applied Computer Science Capstone
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You're Fragile Overview

Milestones and Goals for the End of 2017
Preface: This document contains a list of dates and goals intended to be
reached prior to the end of the Fall 2017 school semester at Woodbury
University, and is subject to change based on the progress of the capstone
project. Additionally, more goals may be added in the interim period
between the creation of this document and the actual dates in question.

Description overview:
This project is based in unity and is based around the idea of memory manipulation. In
this project's intention is to manipulate memory using the concepts sleight of hand, misdirection,
and oversight. Sleight of hand is a way to create a perception that is not real such as an object
disappearing or and object reappearing. This coupled with misdirection which is a concept to
send false information by directing one's attention away from the subject of choice. Add in, our
bodies natural protective barrier where we will overlook small changes to keep sanity and
manipulating someone's memory can become child's play.

Context layout:
10 secsThe research of various pieces of tech eventually have led me to A.I(artificial
intelligence). After looking at different types of A.I. I gathered four different types of A.I.
1. Weak A.I. (they are not sentient/do not care whether they live or die)
2. Strong A.I which are sentient and do care where they live or die but only have limited uses.
The third is general A.I which is a sentient A.I with various uses and can but not necessarily will
be as smart as humans.
The last main category is super A.I. which should make humanity's genius's intelligence look
like that of bacteria in terms of intelligence.

You can find subcategories in AI, one of them is Biological A.I.
To help you understand, you could think of it as an A.I. that was created in an organic body. For
example planet of the apes in this scenario the apes did not evolve to have higher intelligence
so much as we artificially gave it to them based upon this principle and coupled with the use of
gene splicing if humans become more adaptable, we could increase our intelligence drastically.
Then a discovery was made a 26 year old doctor found out that we can successfully transfer
short term, but was shut down due to significant political unrest. Although manipulating memory
could be bad for various reasons, it also could have benefits like enhancing one's knowledge
through the use of someone else's knowledge.

This thought eventually led to the idea of manipulating one's memory in VR considering that I don't have the knowledge, skill, or equipment to do a medical memory override so i decided to use more primitive and uncivilized methods that are closer to brainwashing. These methods include misdirection, sleight of hand, and oversight. By creating slight changes in quick succession that are not immediately noticeable one can create the illusion and convince the user that nothing has changed. This coupled with the idea of directing the user attention to certain objects, while manipulating other further allows for alteration. After that if i can make the user overlook most changes and then build it up until they can no longer deny the changes happening around them. Then they should only be left with the thought of when did this start?

I will use misdirection by creating flashes of light and color to draw the user's attention while manipulating the very setting around them also by distorting color and dimensions on objects i can change forcing the use of suspension of disbelief or oversight and play off it to create a space that cannot possibly exist. The start and end point of this project should be drastically different to the point in which the user notices and just in case they don't the end message will tell them everything they missed but will not give them the answer to the question on their mind "when did things start to change"

Now the last big question the why? Why make the project, why should others care, why experience it in the first place. Why make it, because I believe that memories make people it creates a sense of self. It reaffirms one's personality and a helps shape who they are as well as who they will be. So if you don't care about any of these nor do you care about yourself then i guess you shouldn't care. The reason why you may want to care is because this project will show just how fragile memory and human beings are.

1. **Presentation**
2. **How did the research correlate to the presentation**
3. **How does it relate to the project**
4. **How did the presentation correlate to the project**
5. **What are the elements of the research that i will be focusing on**
6. **How will i use them in the project**
7. **why**

About presentation and how it relates and how the research lead to this project
What elements am i working on to use in relation to the research

Overview:
A. Milestone Goal #1 (11/21/17)
 Debug everything
 B. Milestone Goal #2 (11/23/17)
 add between 5-10 environmental assets
C. Milestone Goal #3 (11/28/17)
 add more 5 interactions
E. Milestone Goal #5 (11/30//17)
 finish the project

 Goals:

Conclusion:
I have confidence that I will be able to produce a working prototype by the
end of the Fall 2017 school semester.