

Date Fight Club

LOVE COMBAT!

MAKE LOVE AND WAR

Date Fight Club Love Combat!

We used GPT-3 to create a Dating/Fighting simulation video game, giving AI a twist on its implementation and creating a simulation of human interactions and emotions as a topic of study. Furthermore, we implemented a Finite State Automata controlled by an AI for the basis of our combat system instead of an already determined set of actions, bringing an element of randomness rarely seen in games.

Never before seen

Dating simulator

Actually interact with the characters

Listen to coherent responses



Dating features



Mechanics:

- 01 The characters use ChatGPT-3 to generate coherent responses and create immersive scenarios.
- 02 Using Emotion Analysis we plan to tie physical responses to the conversations in the future
- 03 We hope to implement Whisper in the future to give a real voice to the conversations generated.

Through this, we hope to determine whether AI can naturally integrate into flows of conversation indistinguishable from real interactions

Brand new

Combat Mechanics



Combat mechanics



Mechanics:

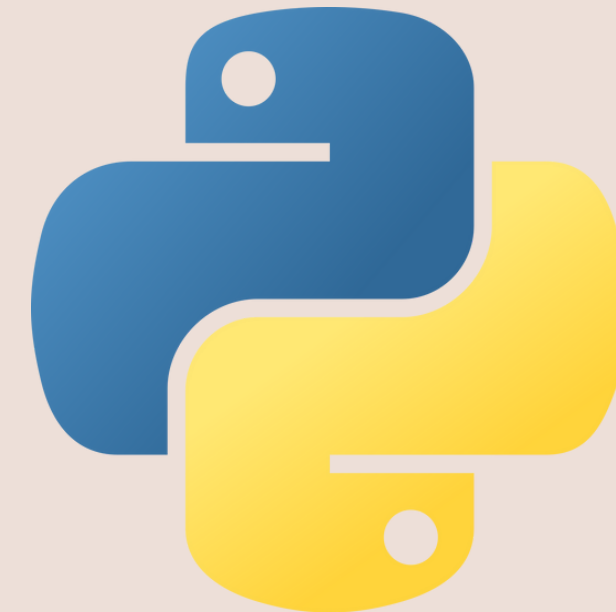
01

Current video games are using AI but not for the combat mechanics which is one of the more important and fun aspects on a video game

02

We created a Finite State Automata that handles all our combat states but rather than being controlled by default AI, it is controlled by a more custom AI so every fight feels different and unique.

Implemented using Python, Unity(C#), Redis and GPT-3.



Resource Page

Use these design resources in your Canva
Presentation. Happy designing!

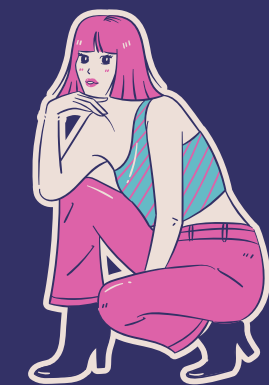
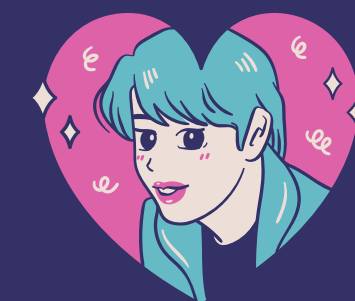
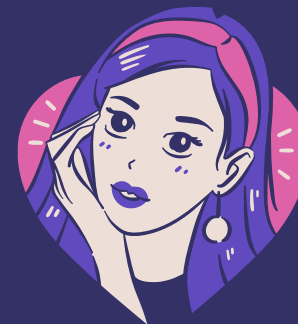
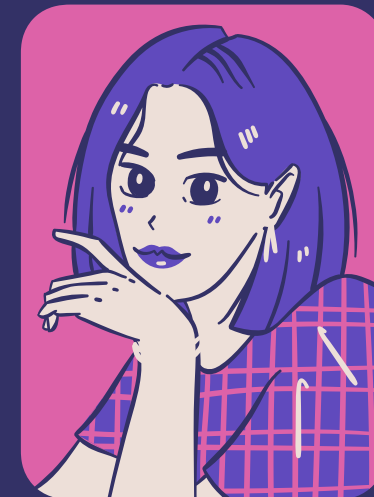
Delete this page before presenting.



Resource Page

Use these design resources in your Canva
Presentation. Happy designing!

Delete this page before presenting.



Resource Page

Find the magic and fun in presenting with Canva Presentations. Press the following keys while on Present mode!

Delete this page before presenting.

B for blur

C for confetti

D for a drumroll

M for mic drop

O for bubbles

Q for quiet

U for unveil

**Any number from
0-9 for a timer**