



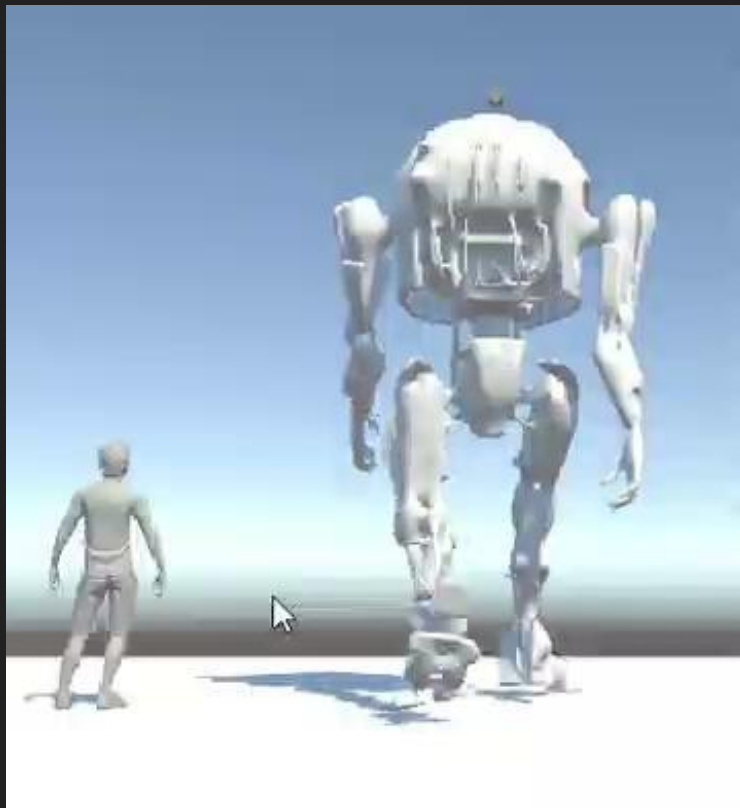
# Milestone 3: Interim Report

Giant Robots

# Current state I (original characters in the arena)



## Current state II (animated characters)



## Current state III (fight mechanic - buttons or voice ctrl.)

Player Life: 100 Ammo: 0/3 Shields: 3

NPC Life: 100 Ammo: 1/3 Shields: 3

Your disarm failed by probability!  
Ah, a valiant attempt! But even  
the most skilled wizards can  
sometimes falter. Onward to the  
next round!



Load

Shield

Shoot

Dodge

Disarm

## Current state IV (Vr controllers)



## Current state V (Body Movement Detection)



# Progress

- Basic Combat mechanic has preliminary version for testing
  - incl. sound and visual effects & ChatGPT opponent. This is super preliminary and needs a lot of work.
- Many animated 3D assets available for testing.
  - Arena, Robots (small, giant), workplace
- Animation of NPC players is in progress.
- Music and Sound Effects - preliminary choices made. There is much work to clean up sounds and implement them in code for gunshots, explos

# Targets

- We are making steady progress towards our game target.
- We have tackled some of the most difficult issues first, such as AI and the use of LLM to manage NPC characters
- We have sufficient game assets ready to start building character interactions.



# Problems & Solutions

- Character animation & control in VR needs much work. We have sufficient game assets for testing (models, animations, sounds, music) but there is room for much improvement.
- AI/LLM gives great results and is super impressive
- The solution is keeping a careful game state and adjusting this with input from the LLM. Game state includes characters, health status, turns, inventory, etc. Unity and the LLM must be kept in sync
- In general the interface between LLM and our Unity C# code is currently the area that needs the most work. This is also the most original part of our project, and it's the part that will make it fun to play.

Live demo