ROBINSON CRUSOE: AI GAMIFICATION OF BOOK SUBMISSIONS

INFILOPE GAMES

A methodology for using AI to make game title development more automated, with a focus on book titles.

Our goal is to create a comprehensive methodology for developing modern video games using AI technologies to accelerate development and significantly reduce costs. We have chosen gamification of well-known book titles as an appropriate first project, while continuing to spread awareness of powerful classic works. Our first venture is a Robinson Crusoe game, where we will demonstrate all of our methods.

Unique selling points:

- Creating concepts, story parts of the game, NPC characters through the complex use of AI.
- Using the latest Unreal Engine 5 technology.
- Process MoCap animations using advanced AI, biomechanics and physics.

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robinsongame.com

Product

Methodologies for the development of modern video games

Technology readiness

- Development
- Proof of concept
- Prototype
- First implementation
- Extensive implementation