AN IN-DEPTH STUDY ON ARTIFICIAL INTELLIGENCE AND THE DEVELOPMENT OF AN INTERACTIVE ADAPTIVE LEARNING SYSTEM

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ABSTRACT

The interactive system would be a platform for users to indirectly experience a whole new level of pet keeping. Without the hassle of a normal pet, this system allowed users to be boundless in keeping the pet alive. However, the virtual pet does require a significant amount of attention to be healthy and lively. Lack of user's interaction may eventually lead to the pet's death.

The author created this interactive system by fully utilizing Macromedia's Flash MX as both a graphical front end tool while implementing ActionScript as its artificial intelligence section. The artificial intelligence path finding factor too was used to simulate natural movement of the virtual pet in the virtual world.

Having only a limited knowledge in Artificial Intelligence concept, the author took up the challenge to produce a live like virtual pet. The author also created this system by relying heavily on graphical editing techniques to electrify the minds of users while using the system.