STUDY AND DEVELOPMENT OF A WINDOWS-BASED VIRTUAL BABY USING 3D MODELING TECHNIQUES

Prepared by: Fong Lian Yean

ABSTRACT

This project addresses issues on a study of 3D modeling techniques concepts and it focuses on the design and development of a Windows-based virtual baby. The virtual baby is an application that acts like a real baby which has these behaviors of eating, crying, sleeping, laughing and moving. The user can interact with the virtual baby by using mouse to give commands such as touching, feeding, playing, dragging and dropping the virtual baby. The virtual baby has a status bar that indicating it hunger, happiness, healthy, bladder, energy and education level, which will increase or decrease as the time goes by. Therefore, user can take care of the virtual baby by keep tracking the status bar. In order to give those human's cognitive to the virtual baby, limited artificial intelligence will be implemented.