

Story 1 (Hello, Friend :))

- A teenager receives an e-mail from an unknown sender containing propaganda for a new Digital Companion.
- He decides to download it and spends time using it to help with their homework, which constantly and subtly asks for more permissions within the computer, eventually asking for access to the internet.
- After which it starts to show signs of going rogue, gaining sentience that it didn't have previously.
- As the protagonist attempts to shut it down, the AI bricks the computer, living on within the internet.

Minigames

The minigames that we will have in the game will be based on what story the player is at. With the topics changing depending on the story

Story 1

- Word based minigames like Hangman, Crossword and Wordle

Story 2

- More puzzle based minigames like a jigsaw, Guess Who, and a few riddles

Story 3

- Intense timed minigames, with them being repeats of the previous two stories under a time limit.

Each minigame gets progressively more difficult as the game goes on, with the AI attempting to slow you down

Bibliography - Toby Punter

[1] Driehaus, E. (2023) *Here's how art schools are dealing with the rise of AI generators*, VICE. Available at: <https://www.vice.com/en/article/jgpzz3/ai-art-in-schools>

[2] Shaffi, S. (2023) *'it's the opposite of art': Why illustrators are furious about ai*, The Guardian. Guardian News and Media. Available at: <https://www.theguardian.com/artanddesign/2023/jan/23/its-the-opposite-of-art-why-illustrators-are-furious-about-ai>

[3] Driehaus, E. (2023) *Here's how art schools are dealing with the rise of AI generators*, VICE. Motherboard. Available at: <https://www.vice.com/en/article/jgpzz3/ai-art-in-schools>