

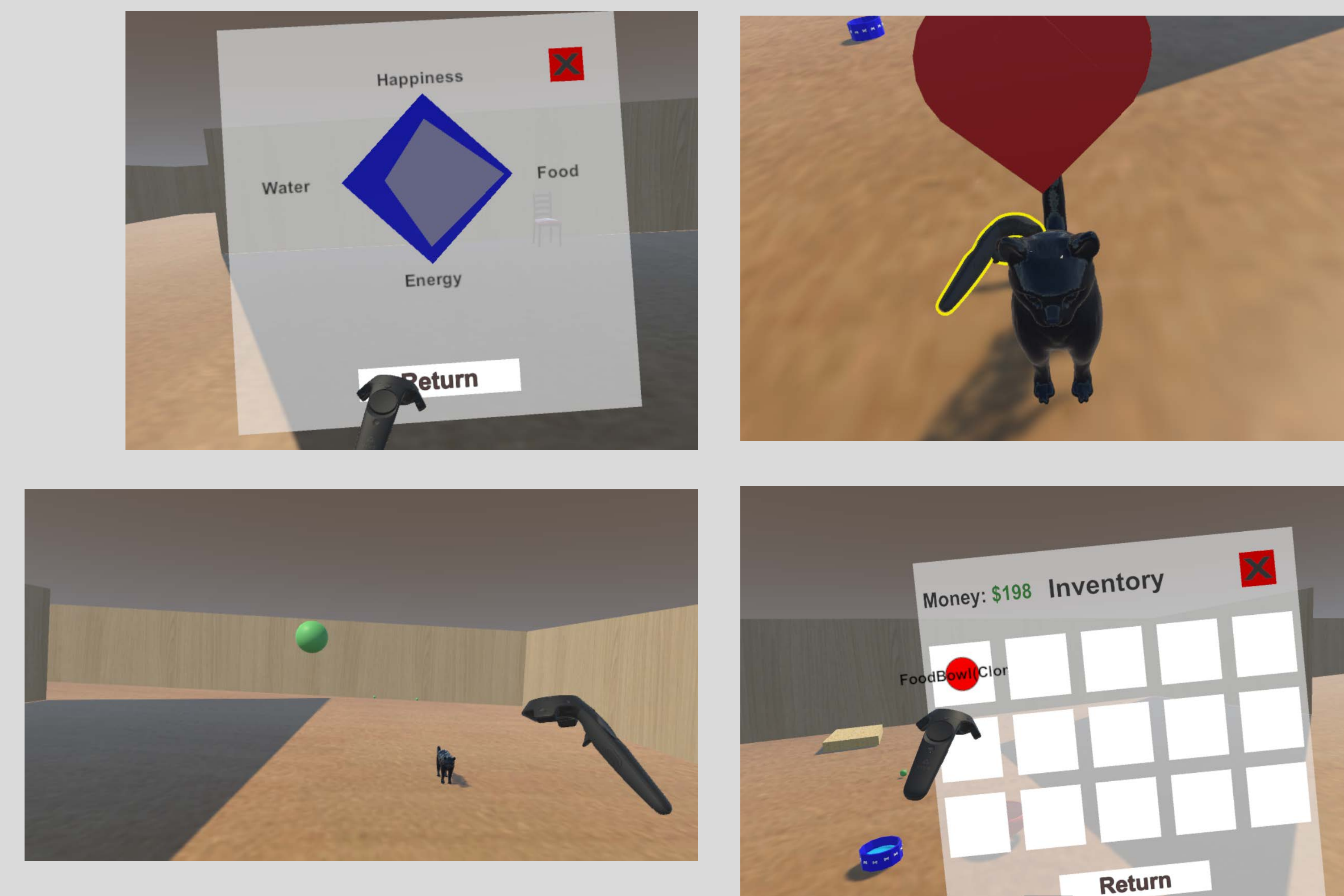


Team 8 Infinity: Hans Brown, Cara Fisher, Daniel Murga, Paul Dreger, Jackson Schilmoeller

Description & Purpose

- Live your wildest crazy cat lady dreams by taking care of as many cats at once as possible
- Build your own VR living room to replicate or improve upon your own home
- Experience the companionship of a real cat without the problems that come with owning one

Screenshots



How It Works

We used the Unity Engine, the Steam VR API, and the HTC Vive Headset as the medium for our project. The cat decides its actions by using an in-house developed Neural Network, and all code was developed in C# to work with Unity's scripting API.



Features

- **Take care of your virtual pets**
 - Pet and play with your cats
 - Provide food, water, and beds for your cats to decide to use
- **Convolutional Neural Network**
 - Consists of 12 input neurons (pet needs & object values), 2 layers of 24 hidden neurons, and 4 output neurons (eat, drink, sleep, play)
 - Has memories of feed back for every object encountered
 - Speculates the pet needs at the time the pet is able to reach the object
 - Speculates the best action for each cat to take per object
- **Design your own house**
 - Purchase furniture to place from your inventory
 - Pickup and move furniture to the desired location