Artificially Intelligent Plush Toy
## By: Megan Rowan

Introduction: The project is an artificially intelligent plush toy that can retract its mechanical legs and become similar to a regular plush toy that a child could hold without worry of causing damage. The plush toy will be able to learn and adapt from its environment and how its user handles it. The toy could either grow to be mean or nice among various personalities. The plush toy will also have a computer game that goes with the toy. The computer game will allow the user to transfer their plush's personality into the game and play with a virtual representation of the plush toy. The user and their plush toy can go on many adventures, allowing the user to interact with the plush toy in ways impossible in reality.

- Features:
- Interactive game that allows the player to interact with their plush toy in a video game that takes place in outer space.
- The plush toy has the ability to change its personality based on how the player interacts with it.
- The plush toy can handle the roughness that most children give to their plush toys.
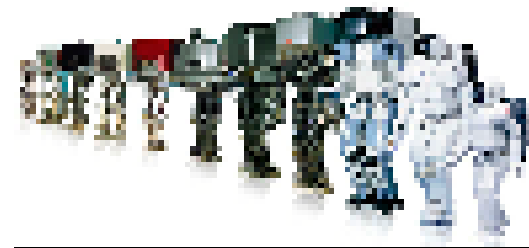
Conclusion: This project is conceptual, so the project results are based on analytic discussions with the writer's peers, co-workers and students at her campus. The writer was able to accomplish her set objective and tasks at a set pace and with a good conceptual project outcome. If the project could have been done with a large team that had a decent budget, then the project could have actually been built, but with the writer's situation, this was not a possibility. The product of this project would be an artificially intelligent plush toy that would come with a variety of different personality opportunities. Interaction could be done through physically interacting with the plush toy or through the PC game that the plush toy's personality could be uploaded into. Once the project is completed and all bugs have been removed through testing, such as programming errors and mechanical problems, the artificially intelligent plush toy would go out on the market in both the video game and plush toy sections of stores. At this point, the writer feels that the project would be a success because the rest depends on how well the product is marketed and distributed, and if one child is able to get the toy and enjoy it, then it would all be worth it. Years into the future, the plush toy may be used as a basis for more advanced plush toys that are similar in style and contain their own computer game of some kind to further the interaction between the user and the plush toy. The plush toy's unique mechanics could also be used as an example to create more advanced and durable artificially intelligent plush toys for children.

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