

So, I watched a Film Theory about AI and how most industries are being taken over by AI (really interesting video, I'll be putting it at the end of this document) and it made me notice that I need to give my statement on Generative AI and the policies I have for AI as a game developer and as a consumer of games.

Long story short, I will not use or feature generative AI in any way in any of my projects (whether that be assets, fanart, scripts, or even code). This was a point from the start of me making my first game in general and future projects to come (more on that later). I want to support **real** artists making **real** art, not an AI that can generate art in mere seconds.

So, why am I saying this? Why, out of nowhere, am I randomly making a statement on AI, and do I expect anyone to care? I have an answer to both of those questions.

The first question, why am I making a statement now, instead of after I make the first Broken Memories game? There are 2 answers to that. The first is that I want to set this out here before I start production on the first project (again, more on that later). I don't wanna go into this project with my thoughts on AI being ambiguous at best. Also, as a future content creator (more on that at a later date), I refuse to cover or stream games that use generative AI in any format.

That's the main theme: **generative** AI. There is a difference between generative AI and Artificial Intelligence as a whole. Sure, AI behaviors and pathing is still used in games (that's how most horror games, including FNaF, increase in difficulty and manage different entities) and, there's nothing wrong with that kind of AI, that itself is still coded by an individual. It's when AI is being used to generate something a human artist, developer, musician, etc. can do.

The second reason, it's hard to determine what is AI and what is a picture or photograph made by a human. In promos, assets, trailers, etc., I will be using stock images for a lot of stuff. The only problem is, I don't know what is real and what is AI, and, as my research today showed, AI is getting more and more complex as times go on, so much so that AI images are starting to look like real images. To this I say, if a stock image is obviously AI, I will not be using it, but if I can't tell if an image is AI, I'm sorry, please call me out for it and I will try my best to change it.

Now, for my other question, do I think anyone will care? The fact of it is, no. The truth of the matter is, I don't think any of my projects (including Broken Memories) will do any good. The first reason is I am one person who has little to none experience in game development. Am I learning? Yes, absolutely, but the matter of fact is I am one developer in a sea of FNaF fangame developers. I've always seen the FNaF fangame scene as a hit or miss situation. You either get big enough, like Popgoes, Candy, and Joy of Creation, to get featured on YouTube channels like Dawko, 8-Bit Ryan, or FusionZGamer, or you fizzle out and never get mentioned again. This is why I almost didn't start making Broken Memories, that fear that what I make will fizzle out, the work I do will be for naught. The thing that I noticed is I am not making this game for the masses. If a single person enjoys anything I create, the time, effort, and resources would be worth it. If I make a lasting impression on anyone, that would make me happy.

Now, the news probably the very few of you are wanting to hear: where am I starting, from both a timeline stance and from a gameplay and development standpoint. The truth is, I am starting in 2 places.

The first part actually has 2 parts on its own. The first part (currently in progress) is a test for what's to come. I am starting with 2 different prologue chapters. The first part (named "Broken Memories: Internal Prologue") will be a text adventure that takes aspects from the Choose your own Adventure book Scott put out, where based on the choices you make, you can get a different ending, 1 of which will matter for the future of the series. If this performs well, 2 things will happen. The first is that I will try to do these kinds of "experimental" projects in the future (who knows, I might do more text adventures). The second thing is I will work on a second prologue (named "Broken Memories: External Prologue"). This will set the tone for future games to come, as well as set events to come that will matter for events to come. As of right now, I don't have a set idea for the External Prologue, but what I know is that it is gonna be an in-universe Gameboy game made by Fazbear Entertainment (sorta like Popgoes Arcade and the upcoming Fazbear 64)

Now, the question is, what is the first long-scale project for Broken Memories? Well, I'm happy to announce Broken Memories Chapter 1: Insomnia of a Child (working title). This is the first actual chapter of Broken Memories and will take place after and during FNaF 4 (mainly the night end minigames). I will be taking a more psychological horror approach to the events of FNaF 4 (since it seemed very fitting).

Now, a lot of this is gonna be hard work, and I know I can't do this alone. That is why I will be starting a BuyMeACoffee or Patreon in the coming weeks. All proceeds from those will be used to commission artwork, sprites, music, etc.

It feels weird the first week into having a gamejolt page for someone to already comment on the page ,but thank you! Thank you to the 1 comment and 21 page views, I really hope that I can make a game that is good enough for you guys! If not, I'm sorry. This isn't a sappy post to farm engagement or make people feel pity for me. These are my genuine thoughts. Thank you! I plan to make regular devlogs and development updates as I work on these projects.

Also, keep on the lookout for a reupload of the information doc that I made before the posting of this page. I know some of you have probably already seen it, but I want to store it here so that newcomers can have an overview of what I am working on as they find the page.

Anyway, thank you for reading all the way through. I promise future posts won't be long, I just felt like I needed to address these issues and talk about the start of this series.

Oh, and here's the Film Theory I referenced at the beginning. I know it's 3 month old as of me writing this, I just discovered it today:

[Film Theory: Let's Talk About AI...](#)