

After Halves Potential TODO List

1. AI System Development
 - a. Hume AI Integration - ***IT has the confirmation from CMU Financial. Needs Instructors to add in budget sheet***
 - b. Maintain OpenAI setup as backup
 - c. Develop Autonomous Inter-AI Communication
 - d. Improve AI conversational timing and responsiveness
2. Character Control / Puppetry
 - a. Decide how the geese will be physically controlled:
 - b. Options to explore:
 - c. Arduino-based puppetry
 - d. Traditional puppet performance
 - e. Hybrid AI + puppeteer interaction

Possible tasks inclusive of all the above could be:

 - i. Prototype movement system
 - ii. Test actor interaction with moving characters
 - iii. Evaluate technical complexity vs performance value
3. Live Performance Experience
 - a. Define core idea / narrative
 - b. Decide on genre and tone
 - c. Design pushback mechanic (how characters resist or respond to actors/audience)
4. Stage and Production Design
 - a. Set design
 - b. Sound design
 - c. Lighting design
 - d. Projection / visuals
5. Character and Costume Design
 - a. Finalize character personalities
 - b. Design costumes/visual style
 - c. Align costumes with performance style (puppet vs tech-driven)
6. Documentation and Research
 - a. Create a Design Document that includes:
 - b. Project concept
 - c. Technical setup
 - d. Interaction design
 - e. Strengths of AI in live performance
 - f. Limitations/weaknesses of AI

g. Lessons learned from playtests