Both visual and written works were now being written by machines.

These new technologies were highly controversial. Many artists saw them as "cheating those with real talent", others claimed that due to how they were developed, copyrights were infringed.

Over time, "AI Sniffers" were developed to determine if some of these such works were made my machines or not. They worked by using a variable dubbed "perplexity" which functioned by assigning a value to how proficiently or poorly an neural network was able understand and perceive it's target. The higher the perplexity, the more likely it was made by humans...

Military Developments and The Rise of Combat Automations

Seeing the potential for such advanced neural networks in things such as advanced autopilots for planes and ground vehicles, the enhancement of Virtual Reality headsets and controls, and the development of Boston Dynamic's bi-pedal robot, the world's militaries began to explore possibilities for the third world war not to be fought by men, but by machines who would be controlled by a low grade neural network and a human specialist remotely.

The United States Center for Automaton Research and Development for Military and Civilian Purposes or "US-CARD" contacted a developer who had made their mark on the gaming community by their development of the Baritone Client for the players of 2B2T- Minecraft's Oldest Anarchy Server.

Codenamed "Shulker '' this developer, whose identity has since been redacted from the public record, worked closely with many NATO member agencies to turn his creation into a war machine.

However, as things to eventually do in Washington D.C, documents were leaked and the international community was up in arms over not only the perceived pervasion of a program made for a video game, but over it's dangers to public safety.

Neural Network experts claimed that due to how the Parent Client determined targets -That being seeing NPC entities and Player-run ones as one in the same, small tweaks to it's code would violate one of the core rules of artificial intelligence; that being to not harm humans.

The then president Joe Biden made a press release stating that development of the program had been shut down and that until the leak had begun, he was not informed of it’s existence. Though such actions were never confirmed, many believed that AI would remain a fun book idea, and something limited to virtual battlefields, not real ones.

Adoption of LAIN Systems

Nearly 80 years after the shut down of the Baritone Evolution Project, NASA in cooperation with UKSA and POLSA released the first generation of space-flight automation software named

LAIN or Limited Automation Intelligence Network. LAIN was a low-grade AI network built to Automate all of the advanced systems aboard a spacecraft, satellite, or space station all without having a human aboard to either provide commands, or aid in any way.

The first generation was rudimentary at best, being prone to freezes and still needing human interaction to complete certain tasks via virtual control systems.

Some made comparisons to this system to the Baritone Client, saying that regardless of why it was created, AI of that sort of quality was still dangerous. However such claims were rapidly put to ease by a limited release of it's source code to trusted groups.

The second generation saw it's integration into industrial and agricultural sectors, with crop labs using it to great effect within isolated biospheres.

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The Arvad and Desperation

At the dawn of 2200 operation Exodus was authorized. The creation of colony vessels began to take the best and brightest to a new home amongst the stars. However, the systems needed to regulate such an advanced vessel did not exist. International space agencies worked around the clock to ensure that the crafts were made, and that there was a significant enough of a software system in place that many of the life-support and menial tasks were automated.

SADCIIS; meaning System for the Automation and Development of Colonial Industrial and Intellectual Systems, was the product of decades of research and innovation. This highly adaptable and complex system was capable of storing digital designs of vehicles, structures, even weapons; as well as books and teaching material for future generations of colonists.

It also was uploaded into the colony ships as an automation software to regulate thrusters, reactors, grow irrigation and more. Members aboard these vessels would interact with it's immense database via a "Muse" which biometricly linked the user to banking, news, educational, and industrial systems for ease of access and security.

However there were rumors that due to the tight timetable for it's completion, as well as it's required advanced nature; several other neural networks like GPT-3/4, Helix, and even parts of Baritone were used for their own specialized natures.

-Written by Walker Reddington