# Abstract

The search for realism and immersion in games is booming with the increasing development of Virtual Reality and the investigation of new Artificial General Intelligence. This paper proposes a new approach to Artificial Intelligence (AI) based on the human senses. Real stimuli curves were analyzed for implementing damage curves that affect an agent controlled by an AI algorithm. The agent can detect its surroundings using three human senses created as realistic as possible: sight, hearing and thermal touch. If capturing the stimuli and their effect on the agent is the main goal, the secondary goal is to teach the agent to make decisions depending on how it is affected by the environment while solving two of the primary human needs: health and hunger. The results of the studies concluded that the creation of a reliable agent capturing its surroundings while being affected by them was successfully created.