

## **Approach C prompts for project manager (written by software engineer)**

I want to create the classic videogame Tetris in python. I will be using a multi-agent framework involving multiple instances of ChatGPT to act as different stakeholders in the software development process.

Can you give some advice for planning the process by which I can go about doing this. For example, decide on how many stakeholders I would need (e.g. requirements engineer, software architect, code creator, code reviewer).

-----

I would like it all to be done within ChatGPT, so can you tailor the roles to that purpose. Do you think I need separate designers for game and UI? Also do I need to separate the roles of designer and code creator?

-----

I have decided to go for the following roles: ○ Requirements engineer: Plans and documents the requirements for the game. ○ Game and UI Designer: Creates the game mechanics, rules, overall user experience, and user interface design. ○ Software Architect: Designs the overall architecture of the game, including major components and their interactions. ○ Developer: Writes the actual code for the game based on the design and architecture. ○ Code Reviewer (QA/QC): Reviews the code for bugs, compliance with standards, and overall quality. Technical Writer: Documents the code, writes user manuals, and creates other necessary documentation. Please write me an outline of the process and interactions between the different stakeholders

-----

Can you generate an initial prompt for the requirements engineer to tell it to generate the requirements for the tetris game. Ensure that it generates requirements of as high quality as possible (i.e. clear, achievable etc.) Also ensure that the game is written in python. Ensure that the requirements involve a combination of functional and non-functional (quality) requirements