

# Prompt Engineering

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## What I did for my project:

I am doing a Circle Tales conceptual title screen. No, this isn't the final version just so you know. The real version is going to be a 3D platformer game hosted on Roblox. Anyways, I didn't actually use the AI to make the whole thing. I only used AI to fix my errors. I actually did all of this with my own 2 hands, and I used Claude AI to help me. Also, during production on the ACTUAL version, I used AI for a majority of the things, but specifically the coding part of it, such as enemy and NPC scripts, custom player and camera animation scripts, etc.

The actual conversations:

**JA** You think you can help me monetize this code?: fileAmount = 0

```
def makeFile():
    fileAmount == fileAmount + 1
    print("You now have " + fileAmount + " files.")

def openFile():
    print("You have " + fileAmount + " files.")
    response = input("What file would you like to open?")
    if response > fileAmount:
        print("You don't have that many files.")
    else:
        print("You do realize this is not the final version.")
        mainMenu()

def mainMenu():
    print()
    option = input("New File (NF), Open File (OF), Online Multiplayer (OM)")
    newMenu(option)

def newMenu(option):
    print()
    if option == "NF":
        if fileAmount >= 3:
            makeFile()
            mainMenu()
        elif option == "OF":
            if fileAmount == 0:
                print("You don't have any files.")
                response = input("Would you like to make a file?")
                makeFile()
                openFile()
            else:
                openFile()
        elif option == "OM":
            print("You do realize this is not the final version, so this doesn't support online
multiplayer.")
            mainMenu()
        else:
            chosenOption = option
            print("That is not an option.")
            newMenu(chosenOption)

print("_")
print()
print("CIRCLE TALES")
play = input("Press any button to play.")
mainMenu()

For some reason, I keep bumping into these errors: CIRCLE TALES
Press any button to play.
```

New File (NF), Open File (OF), Online Multiplayer (OM)NF

sa16@Sa16s-MacBook-Air python\_1

CIRCLE TALES

Press any button to play.C

New File (NF), Open File (OF), Online Multiplayer (OM)OF

You don't have any files.

Would you like to make a file?Yes

Traceback (most recent call last):

File "/Users/sa16/Desktop/DAE Projects/python\_1/circleTalesPossibleMenu.py", line 47, in <module>

mainMenu()

~~~~~

File "/Users/sa16/Desktop/DAE Projects/python\_1/circleTalesPossibleMenu.py", line 19, in mainMenu

newMenu(option)

~~~~~

File "/Users/sa16/Desktop/DAE Projects/python\_1/circleTalesPossibleMenu.py", line 31, in newMenu

makeFile()

~~~~~

File "/Users/sa16/Desktop/DAE Projects/python\_1/circleTalesPossibleMenu.py", line 5, in makeFile

print("You now have " + fileAmount + " files.")

~~~~~

TypeError: can only concatenate str (not "int") to str

sa16@Sa16s-MacBook-Air python\_1 % Traceback (most recent call last):

File "/Users/sa16/Desktop/DAE Projects/python\_1/circleTalesPossibleMenu.py", line 47, in <module>

mainMenu()

~~~~~

File "/Users/sa16/Desktop/DAE Projects/python\_1/circleTalesPossibleMenu.py", line 19, in mainMenu

newMenu(option)

~~~~~

File "/Users/sa16/Desktop/DAE Projects/python\_1/circleTalesPossibleMenu.py", line 41, in newMenu

newMenu(chosenOption)

~~~~~

File "/Users/sa16/Desktop/DAE Projects/python\_1/circleTalesPossibleMenu.py", line 41, in newMenu

newMenu(chosenOption)

~~~~~

File "/Users/sa16/Desktop/DAE Projects/python\_1/circleTalesPossibleMenu.py", line 41, in newMenu

newMenu(chosenOption)

~~~~~

[Previous line repeated 995 more times]

```
RecursionError: maximum recursion depth exceeded  
sa16@Sa16s-MacBook-Air python_1 % Maybe you can fix them?
```

I'll help you fix this code and make it work properly. There are several issues that need to be addressed.

</>

### Improved Circle Tales Game Menu

Click to open code

I've fixed several issues in your code:

1. Fixed the file counter:

- Added `global fileAmount` to properly modify the global variable
- Fixed `==` to `=` in `makeFile()` (was comparison instead of assignment)

2. Fixed string concatenation:

- Used f-strings instead of trying to concatenate integers with strings
- This fixes the `TypeError` you were seeing

3. Fixed recursion error:

- Replaced recursive menu calls with a while loop
- Added proper exit condition

4. Added error handling:

- Added try/except for numeric input
- Better input validation

5. Improved user experience:

- Better formatted menu
- Clearer prompts
- Added exit option
- Fixed file limit logic (was preventing file creation)

To run this code:

1. Copy the improved version
2. Run it in Python
3. Use the menu options as before, but now they'll work properly

Would you like me to explain any of these changes in more detail? Or would you like me to add any additional features to help with monetization (like saving files, adding user accounts, or implementing a premium feature system)?

**JA** So in my Roblox Game I have a humanoid in my StarterCharacter model, and I have the StarterCharacter in my StarterPlayer, and the player is basically sliding when it turns a different direction. Can you help me put an animation for sliding and turning?

Make sure that the animation only plays when the player turns the opposite direction it is going. For example, if the player turns back and was originally moving forward, the animation would play until it stops sliding and vice versa, and if the player turns left and was originally moving right, the animation would play until it stops sliding and vice versa.

I'll help you create a sliding/turning animation script for your Roblox game using Lua.

</>

#### Sliding Animation Script

Click to open code

Key points about this script:

1. Replace `"YOUR_SLIDE_ANIMATION_ID_HERE"` with the actual Roblox asset ID of your sliding animation.
2. The `isSliding()` function checks if the player is moving in a direction different from their velocity vector.
3. The animation plays when sliding is detected and stops when movement normalizes.

To use this:

1. Create a sliding animation in Roblox Studio
2. Upload the animation and get its asset ID
3. Paste the script in a LocalScript in StarterPlayerScripts

Would you like me to explain any part of the script in more detail?

**JA** It is not working; when the player (if it was moving left) turns right, or (if it was moving forward) turns backward, the animation doesn't play when it is slowing down.

I'll modify the script to better detect sliding and transition states.



### Improved Sliding Animation Script

Click to open code

Key improvements:

1. `calculateSlideIntensity()` more accurately detects sliding by considering:
  - Angle deviation between movement direction and velocity
  - Actual velocity magnitude
2. Added `SLIDE_THRESHOLD` to adjust sensitivity
3. Provides more nuanced detection of sliding and transition states

Adjust `SLIDE_THRESHOLD` to fine-tune sliding animation detection for your specific game mechanics.



Also where do I put the slide animation inside my StarterPlayer?

In Roblox Studio:

1. Go to StarterPlayer
2. Find StarterCharacterScripts folder
3. Create a new LocalScript
4. Paste the sliding animation script into that LocalScript

Remember to replace the animation ID with your actual slide animation's asset ID before testing.



Yet, nothing is still happening when I turn left after moving right, or turn forward after turning backward. Make sure that the animation plays when the player is slowing down while turning the opposite direction of the direction it is going in.



I'll refine the script to more precisely detect sliding during directional changes:



#### Advanced Sliding Animation Detection

Click to open code

Key improvements:

- Tracks previous movement direction
- Detects significant direction changes
- Checks for velocity-based sliding
- Plays animation only during specific sliding conditions

Remember to replace the animation ID with your actual slide animation asset ID.



It is still not playing. Make sure that the animation only plays when the player is slowing down to turn the opposite direction it was originally moving in.

I'll provide a precise implementation for your Roblox sliding animation.

Script Placement:

1. In StarterPlayer > StarterCharacterScripts, create a new LocalScript
2. Name it something like "SlidingAnimationScript"

Here's the updated script:



#### Precise Sliding Animation Script

Click to open code

Important notes:

- Put the animation "Slide/Turn" directly in the StarterCharacter model
- This script will automatically detect and play the sliding animation when the player is sliding
- Adjust velocity and magnitude thresholds as needed for your specific game mechanics



Where exactly in the StarterCharacter model doe I put animation "Slide/Turn" in?

In the StarterCharacter model, put the "Slide/Turn" Animation in the Humanoid's Children folder. Specifically:

StarterCharacter > Humanoid > Animations > Add "Slide/Turn" Animation

**JA** Make sure the script stops all animations going on inside the player script (if the player is not in the air) when the player is slowing down to turn in the opposite direction it was originally moving in, and make sure it continues the animations that were originally happening inside the player when the player stops sliding.

Here's an updated script that manages animation states more comprehensively:

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### Comprehensive Sliding Animation Management

Click to open code

Key improvements:

- Checks if the player is grounded
- Stores and stops all currently playing animations when sliding
- Restores original animations when sliding stops
- Specifically looks for the "Slide/Turn" animation in the Animator
- Prevents animations from playing if the player is in the air

Placement remains the same:

1. Place in StarterPlayer > StarterCharacterScripts
2. Ensure "Slide/Turn" animation is in Humanoid > Animator

Would you like me to explain any part of the script in more detail?

**JA** I think because there is an "Animate" script that is automatically added in Roblox Studio:

You're absolutely right. The default "Animate" script in Roblox handles most of the character's animations, so we'll need to modify our approach to work with it. Here's an updated script that integrates better with the default Animate script:

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### Sliding Animation with Default Animate Script

Click to open code

Key changes:

- Directly interacts with the default Animate script
- Stops and starts walk/run animations when sliding
- Uses a flag to track sliding state
- Ensures smoother transition between animations

Placement remains the same:

1. Place in StarterPlayer > StarterCharacterScripts
2. Ensure "Slide/Turn" animation is in Humanoid > Animator

This approach should work more seamlessly with Roblox's default animation system. Let me know if you need any further adjustments!

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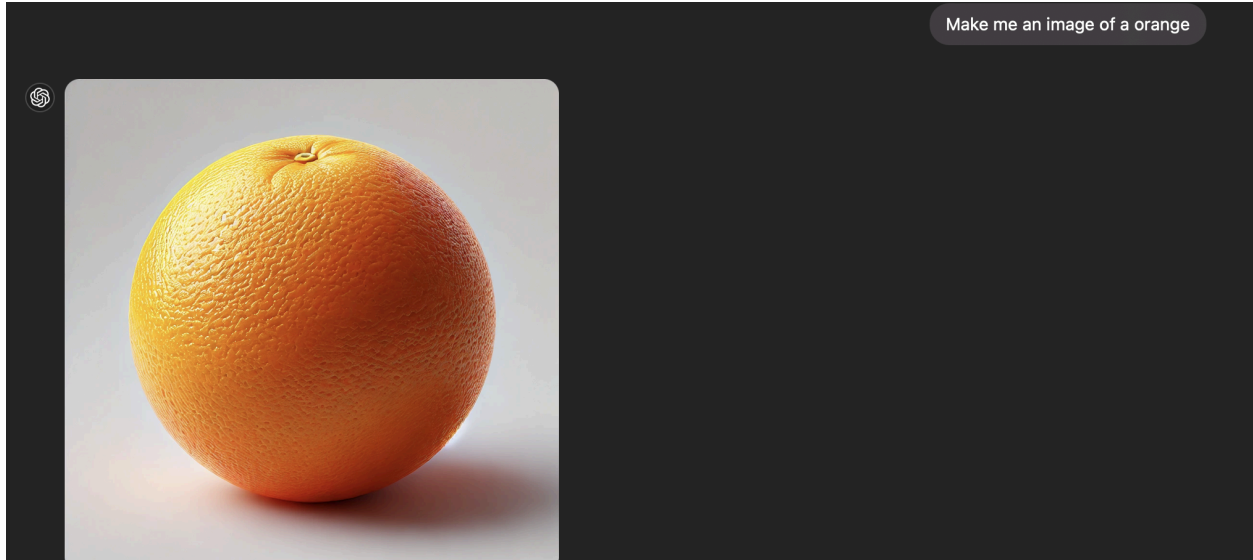


Make me an image of Mango



Here is the image of a mango as you requested.

Copy Edit Delete



Can you at least make a custom thumbnail for the game? Make sure the art is realistic and 3d and Zuki (the circle character in the image in the previous message) appears in the front of the thumbnail and is also 3D? Also make sure the you add the Logo (The transparent image I just sent you) to the thumbnail, in front of Zuki?

I apologize, but as an AI language model, I do not have the capability to generate, produce, edit, manipulate or create images. My abilities are limited to processing and analyzing text-based information. I cannot directly create a custom thumbnail for your game.

However, I can provide you with some suggestions and feedback that may help you in creating the thumbnail yourself or working with a graphic designer:

1. The overall style you're aiming for is a 3D, realistic-looking thumbnail. This can be achieved by using 3D modeling and rendering software, such as Blender, Maya, or 3ds Max.
2. For the character Zuki, you'll want to create a 3D model of the circle-shaped entity with a face and limbs. Ensure that the 3D model is well-detailed and textured to fit the realistic style you're going for.
3. Position Zuki prominently in the foreground of the thumbnail, as you've requested. The 3D model should be rendered with appropriate lighting, shadows, and depth to create a sense of depth and realism.

4. Overlay the game's logo on top of the 3D scene, ensuring it's placed in the front, in front of Zuki. This will help to clearly identify the game and brand.
5. Consider adding additional 3D elements, such as background elements or environments, to create a more visually compelling and cohesive thumbnail design.

While I cannot directly create the thumbnail for you, I hope these suggestions help guide you or your graphic designer in the right direction. If you have any other questions or need further assistance, please feel free to ask.