Prompt Engineering

Jason Alvarado “Budgetv”

# What I did for my project:

I am doing a Circle Tales conceptual title screen. Yes, 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.

# The actual conversation:

NOTE: The blue text and “Twentieth Century” text font means it’s my message, and the red text and “Josefin Sans” Font means it is Claude AI’s response, and the “Courier” font means it is in the javascript format. Also, I did this only 1 time.

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**Budgetv:** 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()

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

newMenu(option)

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

makeFile()

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

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

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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)

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

newMenu(chosenOption)

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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)

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[Previous line repeated 995 more times]

RecursionError: maximum recursion depth exceeded

sa16@Sa16s-MacBook-Air python\_1 %

Maybe you can fix them?

**Claude AI:** 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)?