**Reflection for assignment 3**

Xincheng Wang 21683895

**Q1: What AI tool or tools you employed?**

I primarily used ChatGPT-4, ChatGPT-4o, and Copilot to assist me in completing the assignment.

**Q2: What prompts you provided to those tools?**

To ChatGPT-4 and ChatGPT-4o, I provided prompts such as:

"Can you help me set up the development environment for my project? I want to use c++ to code via VScode."

"Can you suggest how to approach the bag function?"

"Here is my story. Can u give me some advice? Here is my story [so on]"

"I encountered this bug in my code: [code], can you suggest a solution?"

To Copilot, I'll give some comments, press tab to see what code suggestions it gives me, and then make changes.

It's especially useful early in code build. Some simple features were able to give me good examples.

**Q3: How and where those tools provided helpful suggestions?**

**Environment Setup:** Provided detailed steps for setting up the development environment, including necessary software and configurations. Especially when the Cmake.

**Task Analysis**: Offered a clear breakdown of tasks, helping me understand how to approach each part of the project. For example, to implement ending function and the mapping function.  
I don’t want to set all the map in main, so I get advice to add a function in ZOOrkEngine, which will help to loading the map.

**Story Development:** Assisted in crafting the storyline, developing characters, and providing dialogue ideas, which significantly improved the narrative aspect of my game.

**Debugging**: Helped identify and resolve bugs in my code by explaining potential issues and offering debugging strategies.

**Q4: How and where those tools provided unhelpful suggestions?**

**Overly General Advice:** Sometimes the advice was too general or high-level, requiring further refinement or specific context to be truly useful.

**Incorrect Code:** On a few occasions, the suggested code contained syntax errors or did not fully align with the project's requirements, necessitating additional debugging and corrections.

**Q5: What, if anything, you implemented to satisfy Part 2?**

To satisfy Part 2 of the assignment, I implemented:

Bag,  
Character,  
Password,

Hint,  
Varies of new command: use, map, go time(time travel) and so on.

And please refer to the markdown file to see my game story! Thanks!

**Q6: What you learned from this process.**

From this process, I learned a lot:

**Effective Use of AI Tools:** How to leverage AI tools like ChatGPT and Copilot to enhance productivity, from environment setup to debugging and narrative development.

Task Analysis: The importance of breaking down complex tasks into manageable parts and using AI to assist in each step.

**Storytelling:** How to integrate engaging storytelling elements into a game, creating an immersive experience for players.

**Problem-Solving:** Improved problem-solving skills through AI-assisted debugging and iterative refinement of both code and narrative.

**Collaboration with AI**: The value of combining human creativity and judgment with AI's efficiency and computational power to achieve high-quality results.

These insights not only helped me complete the assignment more efficiently but also enhanced my overall approach to project development and problem-solving.