Htut\_Htet\_Naing\_GoodStudentBadStudentGame

I made the game myself alone and putted and edited some codes with the help of Google, Youtube and debugging with AI.

**How I created the game**:

First, I imported pygame, random and time. Then initialized the game with pygame.init() and set up constants with Width, Height and Red and Green.

Second, I made attributes after making a class called Dot and its . I had to make init, move, draw, and check\_collision as methods of the class.

The main part of the game is while true which makes the game runs until it ends.

**Challenges:**

The most challenging part of the game is collision handling. Whenever the dots collide, they just collided and overlapped and then stopped, thus, I had to assure that they just collide with each other. I used collision and dot.check\_collision. After setting self.collisions = 0, I made sure that if collision is 3 times, it becomes red with other.collisions == 3.

For that, I had to make class Dot which is the second most challenging part.

The third most challenging part is using ChatGPT which couldn’t generate the codes correctly after asking a few times with updated code requests.

**How I overcame:**

First, I watched simulation Youtube videos and referenced to their codes asking ChatGPT about some codes that I hold no knowledge of. Then I tested several times with requests to ChatGPT to check for errors, especially attributes to indention errors. Then I combined all these codes into one place and debugged some errors with the help of Google and ChatGPT.