

HOW AI CAN BE USED

Student Builds "Creppy-Uppy" with GPT as AI Co-Pilot

Innovative approach to creating a game called "Creppy-Uppy". I leveraged the power of GPT (Generative Pre-trained Transformer) as an AI co-pilot throughout the development process.

GPT as a Guide, not a Code Master

While GPT initially provided inaccurate information on game mechanics, I effectively fine-tuned its responses by giving clearer instructions. This highlights GPT's potential as a helpful tool for brainstorming and refining game concepts, rather than a source of perfect code.

Overcoming Programming Hurdles

The project wasn't without its challenges. I encountered bugs like unintended game termination on missed bounces and inaccurate scoring. I tackled these issues head-on, demonstrating a strong understanding of core programming concepts. They implemented solutions to:

- Prevent the game from quitting prematurely.
- Fix the bounce counting logic for a more accurate scoring system.
- Animate the player character using multiple image frames.
- Integrate background music using Pygame's mixer module.

These solutions showcase the ability to troubleshoot and apply their programming knowledge.

Beyond the Basics: Creative Flair

The creativity extended beyond core gameplay mechanics. I incorporated a custom background and even added their own piano music, demonstrating a well-rounded approach to game development.

Learning Through Collaboration

This project exemplifies how AI tools like GPT can empower to learn and create. By working alongside GPT, I gained valuable experience in:

- Game design principles
- Programming fundamentals
- Problem-solving and debugging techniques

Overall, this text showcases a successful collaboration between a human and GPT, resulting in the creation of a unique and functional game.