

AI Reflection

When making Nanate Gumi I did use Co-pilot that's built into VS code, When using Co-pilot it mostly helped with the code that would repeat over to the other files. I did use it when creating the shared boss because I wasn't sure how to add a shared resource across all the files. Getting the trivia to output options instead of typing in text was also some AI because I wasn't sure how to extract the data needed to make the choices for Trivia. I also used AI to check over my work according to the outline given to us. I would verify the code that it would want me to add by testing it to see if it actually did what I wanted it to do. Sometimes I had to keep ignoring the AI suggestions when typing just to give the output I wanted. I would only really have to modify it if I wanted to change the amount of damage an enemy did when I would take the suggested code.