M3BONUS Reflection

I’m not very used to using AI, I haven’t really at all before this except maybe I messed with AI Dungeon a bit a few years ago before it got paywalled but that’s about it. It was hard to get started talking to it but mostly cause I wasn’t so sure what to say. I asked for two different games, one was like a basketball throwing game and the other that I ended up using was sort of a game where you just walk and lose stuff on the ground. I just wanted to understand the randomization concept more and they were both actually very helpful for that.

Claude gave me some stuff we didn’t know about yet like switches but I think it helped me understand them cause the program was very simple, and knowing what the output was supposed to be doing helps a lot when trying to sorta reverse-engineer it. It was nice that when I asked for clarification on parts of it’s code it was able to understand which sections I was referring to (which I did try to be specific) and the explanations did help. I feel like I understand the whole thing about defining the functions before main now, which Mr. Norris you did try to explain to me I’m pretty sure but I didn’t really get it (sorry…). I wish the AI didn’t overly-compliment me every time I asked a question though it makes me feel like it’s scared of me.