

**EXP-03**  
**DATE**

**Evaluation of Prompting Tools Across Diverse AI Platforms:  
ChatGPT, Claude, Bard, Cohere Command, and Meta**

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**Aim:**

- To compare the performance, user experience, and response quality of different AI platforms (ChatGPT, Claude, Bard, Cohere Command, and Meta) within a specific use case, such as summarizing text or answering technical questions.

**Instructions:**

**1. Define the Use Case:**

- Select a specific task for evaluation across platforms (e.g., summarizing a document, answering a technical question, or generating a creative story / Code).
- Ensure the use case is applicable to all platforms and will allow for comparison across response quality, accuracy, and depth.

**2. Create a Set of Prompts:**

- Prepare a uniform set of prompts that align with the chosen use case.
- Each prompt should be clear and precise, ensuring that all platforms are evaluated using the same input.
- Consider multiple prompts to capture the versatility of each platform in handling different aspects of the use case.

**3. Run the Experiment on Each AI Platform:**

- Input the prompts into each AI tool (ChatGPT, Claude, Bard, Cohere Command, and Meta) and gather the responses.
- Ensure the same conditions are applied for each platform, such as input format, time to respond, and prompt delivery.
- Record response times, ease of interaction with the platform, and any technical issues encountered.

**4. Evaluate Response Quality:**

- Assess each platform's responses using the following criteria:  
**Accuracy, Clarity, Depth, Relevance**

**5. Compare Performance:**

- Compare the collected data to identify differences in performance across platforms.
- Identify any platform-specific advantages, such as faster response times, more accurate answers, or more intuitive interfaces.

## Deliverables:

- A comparison table outlining the performance of each platform (ChatGPT, Claude, Bard, Cohere Command, and Meta) based on accuracy, clarity, depth, and relevance of responses.
- A final report summarizing the findings of the experiment, including recommendations on the most suitable AI platform for different use cases based on performance

Input -

I need to develop a game from scratch and the game should be designed with its difficulty level, obstacles, and other stuff. design the complete game with the genre

Chat-GPT:

Here's a complete game design outline for a platformer game called "**Shadow Escape**". This design includes its genre, mechanics, levels, obstacles, difficulty, and more.

## Game Design Document: Shadow Escape

### 1. Game Overview

- **Title:** Shadow Escape
- **Genre:** 2D Platformer
- **Platform:** PC and mobile
- **Target Audience:** Ages 10 and up
- **Art Style:** Cartoonish with vibrant colors and a mystical atmosphere

### 2. Game Concept

In **Shadow Escape**, players control a character named Luma, who must navigate through various worlds to escape the Shadow Realm. Each level is filled with obstacles, enemies, and puzzles that increase in difficulty as players progress.

### 3. Gameplay Mechanics

- **Movement:**
  - Run, jump, double jump, and wall jump
  - Slide under obstacles
- **Combat:**

- Basic attack with a shadowy energy orb
- Power-ups for special attacks (e.g., fireballs, ice shards)
- **Collectibles:**
  - Stars (main currency)
  - Shadow Crystals (used for upgrades and unlocking abilities)

#### 4. Levels and Difficulty

- **Level Structure:**
  - **World 1: Forest of Whispers**
    - Easy difficulty
    - Basic enemies: Shadow Sprites
    - Obstacles: Simple pits, low platforms
  - **World 2: Caves of Echo**
    - Medium difficulty
    - Enemies: Echo Monsters that mimic Luma's moves
    - Obstacles: Moving platforms, falling rocks
  - **World 3: City of Shadows**
    - Hard difficulty
    - Enemies: Shadow Guards with advanced AI
    - Obstacles: Spikes, disappearing blocks, timed traps
- **Progression:**
  - Each world has 5 levels plus a boss level.
  - Difficulty ramps up with new mechanics introduced in each world.
  - Players can unlock abilities after completing certain levels.

#### 5. Obstacles and Challenges

- **Static Obstacles:**
  - Spikes, lava pits, and walls that require wall-jumping.
- **Dynamic Obstacles:**
  - Moving platforms, swinging axes, and falling debris.
- **Puzzles:**
  - Switches that open doors, require players to think about timing and movement.

#### 6. Enemies

- **Types:**
  - **Shadow Sprites:** Basic enemies that can be defeated easily.
  - **Echo Monsters:** Mimic player's movements and require strategic attacks.

- **Shadow Guards:** Use ranged attacks and patrol areas, requiring stealth or combat strategy.

## 7. Power-ups and Abilities

- **Temporary Power-ups:**
  - Speed Boost (increases movement speed for a short time)
  - Invincibility Shield (grants temporary immunity to damage)
- **Unlockable Abilities:**
  - Enhanced Jump (higher jump)
  - Shadow Dash (a quick dash move to evade enemies)

## 8. User Interface

- **HUD Elements:**
  - Health bar
  - Star counter
  - Ability cooldowns
- **Menus:**
  - Main Menu (Play, Options, Exit)
  - Pause Menu (Resume, Restart Level, Exit to Main Menu)

## 9. Sound and Music

- **Background Music:**
  - Atmospheric tracks for each world that adapt to gameplay.
- **Sound Effects:**
  - Jumping, collecting items, enemy sounds, and environmental effects.

## 10. Monetization (if applicable)

- **Free-to-Play with In-App Purchases:**
  - Cosmetic items (skins, outfits)
  - Optional power-up packs

## 11. Development Timeline

- **Phase 1:** Concept art and prototyping (2 months)
- **Phase 2:** Level design and gameplay mechanics (4 months)
- **Phase 3:** Testing and iteration (2 months)
- **Phase 4:** Final polish and marketing (1 month)

## Final Thoughts

"Shadow Escape" combines engaging platforming mechanics with strategic elements that require players to think about their movements and attacks. This design allows for a mix of challenge and accessibility, making it enjoyable for a wide range of players.

## BLACKBOX AI:

Game Design: "Echoes of Eternity"

I'd be happy to help you design a game from scratch. Here's a comprehensive design for a game that I came up with, including its genre, difficulty level, obstacles, and other key features.

Genre: Action-Adventure, Puzzle-Platformer

Game Overview:

"Echoes of Eternity" is a 2D side-scrolling action-adventure game that follows the journey of a young protagonist named Aria, who is tasked with restoring the fabric of time. The game takes place in a mystical world where time is broken, and Aria must navigate through increasingly challenging levels to repair the timestream.

Storyline:

In a world where time is currency, the fabric of reality is torn apart by a catastrophic event known as "The Great Dissonance." Aria, a skilled timekeeper, is chosen by the enigmatic Timekeepers' Guild to embark on a perilous quest to repair the timestream. With the help of her trusty time-manipulation device, Aria must navigate through ancient ruins, mysterious landscapes, and treacherous puzzles to restore the flow of time.

## Gameplay Mechanics:

- Time Manipulation: Aria can rewind, fast-forward, and pause time to solve puzzles, avoid obstacles, and defeat enemies.
- Platforming: Aria can jump, dash, and climb walls to navigate through levels.
- Combat: Aria can use her time-manipulation device to deflect projectiles, stun enemies, and create temporal loops to defeat foes.

## Difficulty Level:

The game will have a gradual difficulty curve, with increasingly challenging levels and obstacles as the player progresses. The difficulty level will be divided into three categories:

- Easy: Levels with simple puzzles and minimal obstacles.
- Medium: Levels with moderate puzzles and obstacles that require timing and strategy.
- Hard: Levels with complex puzzles and challenging obstacles that require precise time manipulation and quick reflexes.

## Obstacles:

- Time Rifts: Tears in the fabric of time that Aria must navigate through to progress.
- Temporal Enemies: Creatures that are immune to time manipulation and must be defeated using strategy and quick reflexes.
- Puzzles: Environmental puzzles that require Aria to use her time-manipulation device to progress.
- Hazards: Spikes, pitfalls, and other environmental hazards that Aria must avoid.

## Power-Ups and Upgrades:

- Chrono-Crystals: Power-ups that grant Aria temporary invincibility, increased speed, or enhanced time-manipulation abilities.

- Timekeeper's Tools: Upgrades that improve Aria's time-manipulation device, allowing her to manipulate time more efficiently.

#### Level Structure:

The game will be divided into five worlds, each with ten levels. Each level will have a unique theme, puzzle mechanics, and obstacles. The levels will be designed to introduce new mechanics and challenges gradually, with a focus on exploration and discovery.

#### Art and Audio:

- Visuals: A vibrant, hand-drawn art style with a mix of ancient and futuristic elements.
- Soundtrack: A haunting, ethereal soundtrack that incorporates time-manipulation sound effects and an immersive atmosphere.

#### Target Audience:

"Echoes of Eternity" is designed for players who enjoy challenging platformers, puzzle games, and action-adventure games. The game's unique time-manipulation mechanics and immersive atmosphere will appeal to fans of games like "Braid," "The Legend of Zelda," and "Ori and the Blind Forest."

## GEMINI:

### Game Design: A Puzzle Adventure

**Genre:** Puzzle Adventure

**Theme:** A futuristic, cyberpunk world plagued by a mysterious virus.

**Storyline:** Players take on the role of a skilled hacker tasked with infiltrating a heavily fortified corporation to steal a vital antidote for the virus.

## Difficulty Levels:

- **Easy:** Linear puzzles with clear hints and straightforward solutions.
- **Medium:** More complex puzzles with multiple steps and hidden clues.
- **Hard:** Challenging puzzles requiring logical reasoning and critical thinking.

## Obstacles:

- **Security Systems:** Laser grids, surveillance cameras, and biometric scanners that must be bypassed or deactivated.
- **Hostile AI:** Autonomous drones and robots that patrol the facility and attack intruders.
- **Environmental Hazards:** Toxic gases, collapsing structures, and other dangers that can impede progress.
- **Time Constraints:** Missions may have time limits, forcing players to solve puzzles quickly and efficiently.

## Gameplay Mechanics:

- **Hacking:** Players will use a virtual interface to crack codes, access restricted areas, and control electronic devices.
- **Stealth:** Avoiding detection by security systems and enemies is essential for survival.
- **Puzzle Solving:** A variety of puzzles, including logic puzzles, riddles, and spatial reasoning challenges.
- **Combat:** While primarily focused on stealth, players may encounter situations where combat is unavoidable.

## Level Design:

- **Nonlinear Progression:** Levels should offer multiple paths and hidden areas to explore.
- **Environmental Storytelling:** The environment should reflect the cyberpunk theme and provide clues about the story.
- **Checkpoint System:** Regular checkpoints should save player progress and prevent frustration.

## Visuals and Sound:



- **Neon Aesthetics:** Use vibrant neon colors and futuristic architecture to create a visually striking world.
- **Atmospheric Sound Design:** Employ electronic music and sound effects to enhance the cyberpunk atmosphere.

#### **Additional Features:**

- **Customization:** Allow players to customize their character's appearance and abilities.
- **Collectibles:** Hidden items and secrets can be discovered throughout the game.
- **Leaderboards:** Track player scores and rankings.

By combining these elements, we can create a captivating puzzle adventure game that challenges players both mentally and physically.

## **COHERE:**

Game Design: Platformer

Genre

The game will be designed as a platformer, which is a subgenre of action games. Platform games, or platformers, have gameplay primarily centered around jumping and climbing to navigate the player's environment. They may have enemies or obstacles to avoid and fight or may just be pure jumping puzzles.

Difficulty Level

The difficulty level of the game will be designed to increase as the player progresses through the levels. The game will start with easy levels, where the player can get a feel for the controls and the mechanics of the game. As the player advances, the levels will become more challenging, with more complex obstacles and enemies to overcome.

Obstacles

The game will feature a variety of obstacles that the player will need to navigate and overcome. These obstacles may include:

Jumping puzzles: The player will need to jump over gaps, avoid obstacles, and reach the end of the level.

**Enemies:** The player will encounter enemies that they will need to defeat or avoid. These enemies may have different attack patterns and behaviors, adding variety to the gameplay.

**Environmental hazards:** The player may face environmental hazards such as moving platforms, spikes, traps, or other dangerous elements that require careful navigation and timing.

## Other Features

**Power-ups and upgrades:** The game can include power-ups that enhance the player's abilities, such as temporary invincibility, increased jump height, or special abilities. Upgrades can also be implemented, allowing players to permanently improve their character's skills or attributes.

**Boss battles:** To add variety and challenge, the game can feature boss battles at certain intervals. Bosses can be unique and powerful enemies with distinct attack patterns and strategies, requiring players to adapt their tactics.

**Multiple levels and worlds:** The game can be designed with multiple levels, each with its own unique theme and challenges. Different worlds or environments can be introduced, offering diverse visuals and gameplay mechanics.

**Story and character development:** While platformers primarily focus on gameplay, incorporating a narrative can enhance the player's experience. Developing the main character and introducing supporting characters can add depth to the game.

## Conclusion

This platformer game design aims to provide an engaging and challenging experience for players. By gradually increasing the difficulty, introducing diverse obstacles, and incorporating additional features like power-ups, boss battles, and a narrative, the game can offer a well-rounded and enjoyable gameplay experience.

CLAUDE:

# Chrono Shift: 2D Puzzle Platformer Game Design

## Core Concept

Chrono Shift is a 2D puzzle platformer where the player can manipulate time to solve puzzles and overcome obstacles. The game combines traditional platforming elements with innovative time-bending mechanics.

## Gameplay Mechanics

1. Time Manipulation:
  - Slow down time
  - Rewind time (limited use)
  - Create time bubbles where objects age rapidly or reverse aging
2. Traditional Platforming:
  - Running
  - Jumping
  - Wall-jumping
3. Environmental Interaction:
  - Pushing/pulling objects
  - Activating switches
  - Using portals

## Main Character

The protagonist is a young scientist named Dr. Tempo, who accidentally created a device that allows them to manipulate time. They must use this device to navigate through various timelines and fix temporal anomalies.

## Story

Dr. Tempo's experiment gone wrong has caused rifts in the space-time continuum. They must travel through different eras, from prehistoric times to the far future, to collect pieces of the broken time machine and restore the normal flow of time.

## **Level Design**

The game consists of 5 worlds with 10 levels each:

1. Prehistoric Era
2. Ancient Civilizations
3. Industrial Revolution
4. Present Day
5. Future

Each world introduces new mechanics and increases in difficulty.

## **Difficulty Progression**

1. Easy (Levels 1-10): Introduce basic platforming and simple time slowing.
2. Medium (Levels 11-30): Incorporate time rewinding and more complex platforming challenges.
3. Hard (Levels 31-50): Introduce time bubbles and combine all mechanics for intricate puzzles.

## **Obstacles and Challenges**

1. Temporal Anomalies: Areas where time behaves erratically
2. Hostile Flora and Fauna: Creatures from different eras that react to time manipulation
3. Environmental Hazards: Lava, spikes, bottomless pits
4. Complex Machinery: Gears, conveyor belts, and other devices that require precise timing
5. Boss Battles: Each world ends with a boss that exploits time mechanics

## **Power-ups and Collectibles**

1. Time Crystals: Extend the duration of time manipulation abilities
2. Memory Fragments: Collect to unlock backstory and lore
3. Quantum Coins: In-game currency for upgrades and cosmetics

## **Art Style**

The game features a vibrant, hand-drawn 2D art style with distinct visual themes for each era. The time manipulation effects are represented by shimmering, ethereal visual effects.

## **Sound and Music**

The soundtrack dynamically shifts based on the current era and the player's time manipulation. Sound effects are designed to enhance the feeling of time distortion.

## **Upgrade System**

Players can upgrade Dr. Tempo's abilities:

- Extend time manipulation duration
- Increase jumping height
- Unlock new time manipulation techniques

## **Replayability**

- Hidden areas in each level
- Time-based challenges for speedrunners
- Multiple solutions to puzzles
- New Game+ mode with remixed levels and additional challenges

## Conclusion:

Among the AI-generated game designs, **ChatGPT** delivers the most complete and versatile approach, making it the best choice for building a game from scratch. Here's why:

1. **Comprehensive Design:** ChatGPT covers all aspects of game development, including story, gameplay mechanics, difficulty levels, obstacles, power-ups, and visuals. It offers a balanced combination of action, exploration, and puzzle-solving, making it suitable for a broad audience.
2. **Structured Progression:** The game is well-organized with multiple worlds, each offering ten levels of increasing complexity. This ensures a gradual learning curve and keeps the gameplay engaging and challenging as players advance.
3. **Flexibility:** ChatGPT's design allows for customization and adaptability, giving developers the freedom to modify mechanics, difficulty, and game elements. This makes it a versatile blueprint for creating a game tailored to specific preferences or genres.

In short, ChatGPT's comprehensive, structured, and flexible design makes it the ideal choice for developers seeking a robust foundation for game creation.