How I used Amazon Q:

1. To generate CSS snippets
2. To brainstorm game ideas
3. To brainstorm additional game features and refinements
4. To suggest AWS services that could be integrated into the app
5. Steps and walkthrough to integrate AWS services in the app
6. It was very helpful in resolving AWS related issues which i was facing while configuring AWS services, I was able to configure all services within 1 hour. It also suggested simpler steps to test and debug my AWS integration and slowly built up to the feature I wanted.
7. I also used Amazon Q in AWS console to learn about the various feature offered by AWS and on how i can use and integrate them in my app.
8. I also used Q in AWS console to know about what is offered in the free tier.
9. To convert css into SCSS in order to condense code.
10. To generate template HTML for components like modals and buttons
11. Generated theme based colors for UI elements - was very accurate.
12. Ran code Review with /review to scan for any vulnerabilities or scopes for improvements.
13. Added error handling in code
14. Helped break down my main Javascript file into individual module files for better code readability and separation of concerns.
15. Helped debug my code, certain features were not working as expected and Q would correct the code
16. Generated code insertion: it was easy to insert the code generated by Q directly into my code. No hassle to copy and paste code.
17. To Generate innovative names for the various levels.
18. Automate manual work, like creating a blank canvas level or dummy data for leaderboard.
19. To find specific code line number for code that is performing a prompted function in app. For eg, pointing to code line that is incrementing the timer after each level.

Pros

1. It is easy to work with project files.
2. It was great to generate code according to my file code. It understood the code in various files and suggested code that worked well.
3. I did not use any other LLM to assist or confirm my code, which was a first. I could rely entirely on Q and didn't encounter a need to go to any other LLM like Chatgpt or Copilot.
4. A recommendation: the code is provided first and then the explanation on what the code does. The user should be give the preference on what to show first, because if i am generating a code, i would like to know what the generated code is doing according to Q so that i can confirm that Q is going in the right direction.
5. Helpful suggestions by Q: the followup suggestions by Q were helpful to propagate and brain storm additional features into the game.
6. Good UI UX : The user interface is well built with subtle animations and the usages like ctrl+i or using chat box are easy to use and intuitive.
7. After generating Q and then going back to the code, Q knew where to put the generated code, it automatically suggested to enter the code, so i didn't have the need to manually copy and paste the code snippet from the longer generated code.
8. I must commend the creativity and out of the box code which Q generated when it came to animating things like breaking a cracked tile in my game.

Cons

1. I wanted to generate styles for my app, but Q didnt recognise that i was using SCSS. I also kept my SCSS file as the active file, still it suggested me CSS code, which i then had to convert to SCSS. Although after instructing it to give SCSS, it did follow it there after. However, Q lost the context if i restarted my VS Code.
2. I tried [ /dev ] to see if it works with multiple files but , firstly . it took very long , and the code produced later had no way of reverting back. The result produced after a long wait was also not accurate.
3. After rejecting a code snippet my previous code is also lost sometimes
4. I have used and tested Q alot and i am not sure if Q is aware of the active file that is being edited. Sometimes it could read my file, while sometimes it asked me to provide the code to be worked on.
5. Sometime the response hangs and take too long. Although the entire answer is shown at once there after, it still feels like it is taking too long, and i would prefer if the response is typed live
6. While selecting the code snippet provided as response, the highlight color is the same color as the text which results in hiding the text, this creates minor confusion on which text is selected. Changing the highlight color might solve the issue
7. It would also be helpful if a code snippet is updated and the new lines / changes are highlighted.(something which the rest of LLM don’t do well)
8. You can work with a single file but not multiple files or the entire project: Q produces accurate code for the active file but even if it was asked from the reference and context of other files, it wasn't able to remember them. If I had to generate code which involved more than 1 file, Q would not consider other files and will only suggest code accurately for the active file alone. This wasn't a behaviour i was expecting as an user, I expected Q to know the rest of the project files as well, so that it can give me precise results. I tested this when my code and files were short and long.
9. When I switch from maybe the files tab and then back to Q’s Chat tab, the scrollbar is at a random location or at the top of my chat. It is a bit irritating to scroll all the way down, especially when you have to frequently switch tabs or have had a long conversation with Q.

+ quickest solution would be provide a button that takes u to the button or end of conversation

1. + a recommendation : please provide a feature ( maybe up and down arrow buttons) that scrolls directly to the user prompts. Sometime i have made successive prompts to improve or change something, and i want to roll back to the last prompt’s answer, it would be nice to have a button that directly scrolls to the recent prompt.
2. In cases where I made an error in my prompt or submitted a prompt by mistake without completing it, I dont have the option to stop Q or edit my prompt. I have to wait until Q is done processing and answering.

+ A button to stop the execution or to edit the prompt would help.

1. It has trouble processing long files ( 400 + lines of code)
2. The chat history was lost when i closed and reopened my VS Code. This was the most irritating Issue as I had to explain Q again and again to get him back to the context of the game , and everytime Q would have a different context than the previous. The most accurate Q had was the first time i used it.
3. I have to wait for the entire prompt to finish before i can scroll around in the already generated code.
4. VS code Hung and stopped working once, when I was using [ /review ] for my SCSS file (1000 lines long).

Overall, I am very impressed by what Q can do. It is better than chatgpt and copilot when it comes to working with files and generating code using chat. I didnt have to use another LLM for this project which was new for me, i needed to use multiple LLMs while working on other projects prior to this. I can see myself replacing copilot with amazon Q. The biggest flaw which i experienced repeatedly was Q chat resetting after reopening VS Code.

Q lost the context to the game and i would have to explain to it again, hoping Q comes back to the original context , which never happened.I hope the above issues are helpful for the developers and will be resolved soon. I do need to test this with other technologies to validate if it is as intelligent with other frameworks and programming langauges.

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Use of AWS service in my game:

1. Cloud Watch - to monitor APIs and error handling. Diagnose bugs in my lambda function.
2. S3 - to store and maintain all the assets
3. Amplify - To host the website using the S3 bucket (also tried Github)
4. API Gateway - To build API endpoints to operate on dynamodb leaderboard data
5. Dynamo DB - To store and retrieve leaderboard data for multiplayer
6. Lambda -to automate API request to store and retrieve data from dynamo db
7. IAM - making user to grant permission for api gate, lambda and dynamo.
8. AWS Polly - To generate voice over for video demo

Encountered the following errors during my process

I apologize, but your request seems to be outside my domain of expertise. However, I'm happy to try discussing related topics that I may have more information on. How can I help further our conversation productively?

**An error occurred while processing your request.**This error is reported to the team automatically. We will attempt to fix it as soon as possible.

Details: Illegal argument: character must be non-negative

I'm sorry, I am unable to respond further. Perhaps we could find another topic to discuss?

Encountered an unexpected error when processing the request, please try again - while /review