

- Hello sir
- WE HAVE A PROJECT ASSIGNMENT DUE THIS THURSDAY! IT IS ABOUT CREATING A SIMPLE GAME BY USING MEDIAPIPE AND OPENCV! WE HAVE COME UP WITH THE IDEA OF CREATING DOODLE JUMP GAME BY USING OUR HANDS! WHEN WE MOVE OUR HANDS IT SHOULD DETECT ITS MOVEMENT AND SHOULD MOVE THE "DOODLE" ACCORDINGLY. CAN YOU WRITE A PYTHON CODE FOR IT?
- This is nice! But it needs some adjustment. Firstly, whenever the box goes to the bottom, it must be "gameover". Secondly, there should be a continuous array of random obstacles that the box can jump
- the tiles need to come from above
- also, the tiles need to be static. box needs to be jumping through the tiles
- The tiles need to be in vertical order not horizontal. The tiles themselves need to be horizontal but they need to be vertically arranged
- Can you add a starting tile where the box can jump before the game starts. And I want game to start when I open my hand
- This code does not detect the opening of my hand. Also it needs a ground tile that it can jump on before the game starts
- It does not jump on the ground tile. It should jump one time after the game starts
- The tiles need to be faster as the game goes on. Additionally, there should be a scorable where each jump is 10 points. Also, after the game is over, we need to make peace sign to restart the game and it should say " REST IN PEACE AND RESTART"
- THERE SHOULD BE A DEFAULT STARTING SPEED FOR THE TILES. ALSO PLEASE RETURN THE" OPEN HAND TO START" PROMPT AT THE BEGINNING OF THE GAME BEFORE IT STARTS

%Starting a new conversation with another account for gpt4.5

- the game code fails to jump on the platforms the box should be jump properly and the platforms should move downwards with constant small acceleration the game should be playable for 2 minutes. Also when the box touches the bottom of the screen the game should end after the end the game must be restarted with a peace sign not with any finger
- the game is awesome however some of the spaces between the platforms are too much can you lower the gaps between the platforms and other than that change nothing
- can you lower the spaces between platforms
- can you make the space between moving platforms constant

- In the game box does not jump. It just does not touch the rectangles and it passes through can you solve it
- In the game box does not jump. It just does not touch the rectangles and it passes through can you solve it
- can you enable the lines on the hand to player see
- can you add 0.5 acceleration to the platforms speed
- The tiles need to be faster as the game goes on. Additionally, there should be a score table where each jump is 10 points. Also, after the game is over, we need to make peace sign to restart the game and it should say " REST IN PEACE AND RESTART"
- the player should die only if the box touches the ground tile and at the end of the game player should be replay making peace sign with their hand. Also the space between the tiles should be higher
- the player should die only if the box touches the ground tile and at the end of the game player should be replay making peace sign with their hand. Also the space between the tiles should be higher also the ground tile should not be deathly at the beginning
- The game should not end when the box touches a tile. Instead, the box should jump from that tile. Also after the game ends the window should not close. Instead, it should say "PEACE TO RESTART"
- The game fails when the box touches platforms. the game closes directly. It does not end it just fails.
- The box must jump whenever the bottom edge of it becomes too close to the upper edge of a tile. But this must happen if the box is coming from above the tile. If the box comes from below the tile meaning that bottom edge of the box is below the tile. This condition must not occur
- game gives the error overload resolution failed. The pt1 and pt2 must not be float number. It must be integer.
- The moving platforms must be used multiple times. It shouldn't be transparent after one jump
- the space between the platforms should be constant and there should not be jump limit on the platforms
- the platforms should move downward with acceleration
-