Prompts with Prompting Techniques

1. Windsurf

Initial Prompt:

"Prompt This Into Existence!" Hackathon Challenge Description: As an AI-first developer, use any AI software development tool, AI prompting and AI prompting techniques, develop a one-page mobile-friendly web application that detects how a user is holding their mobile device and displays the following features:

- Portrait Mode (Upright Orientation) – Alarm Clock
- Landscape Mode (Right-Side Up Orientation) – Stopwatch
- Portrait Mode (Upside Down Orientation) – Timer
- Landscape Mode (Right-Side Up Orientation) – Weather of the Day. Display the weather of the day using a weather API (free tier).

Key Requirements:

- Mobile-first design (responsive, touch-friendly).
- Seamless orientation transitions.
- Must run entirely in the browser (no native apps).
- Should be compatible on Android and iOS devices.

Make the best submission for this. I want the best in terms of UI. Make the styling based on the "Liquid Glass" design of Apple.

(Prompting techniques used: zero-shot prompting, role prompting, context-rich prompting, outcome-focused prompting)

(Initial prompt included giving all the context and stating the needed requirements for the web-app, which resulted in an 85% satisfactory result.)

Refinement 1:

Make the entire website work like a mobile app. Make the app title "Orientify" in some cool logo fonts and then show the apps according to orientation. Try to have a very fluid, smooth transition when switching orientation, such that it

should make the user think that the same box just shapeshifted to this.

For the alarm clock, go full in on the app and make it look like the iOS alarm clock app where the time is shown and multiple alarms can be added by clicking on an "add" button. A "clear" button should remove all existing alarms. Each alarm has an on or off toggle which can be set, and the days can be chosen. An alert and on-screen popup will be shown with "snooze" and "turn off" options, and if snooze is pressed, repeat the alarm. The snooze gap can be input by the user in the specific alarm card, along with the days to repeat and others. If not set, the normal snooze gap is 5 minutes. So make it a fully-fledged alarm app with all features and add more if possible.

For weather, the app is saying "getting location" but it's not doing so. Rather, try fetching the location by asking for permission and accessing data from the browser. Make this location show up as one card saying "Current Location," and the user can add more cards for each place they want, and they can delete them also by swiping it or clicking the delete button. For each card, fetch the weather of the entered location. Make it a fully-fledged weather app, but don't use the API too much as there are limits. Just use the API for fetching the weather in Celsius or Fahrenheit, and the user has the option to change between both units.

For the timer app, in my laptop I see it like this (I don't know if in mobile it will be different because I can't test that orientation as mobiles don't have that orientation, but it is upside down). So if that's an error, fix it and make it a fully-fledged timer app like in iOS with multiple timers and the ability to turn them on or off. When multiple timers are on, show a countdown for each. For the stopwatch app, make it a fully-fledged stopwatch app.

Make the buttons not just texts with circular highlights and border color, but like a glass box with white gradient shadows inside and black shadows outside, making it look like a liquid glass object with text in it, making the button pop out from the website. Do the same for the boxes containing the alarm/stopwatch/timer/weather app. The background seems to show some whites while changing orientation. Make the purple canvas larger so there are no bound limits causing white parts to show when changing orientation.

(Prompting techniques used: iterative refinement, instruction chaining, design prompting, feature expansion prompting)

(This detailed prompt was provided in order to correct all issues but didn't prove really effective as AI had a hard time doing all this so it started skipping something in each response.)

Refinement 2:

- Remove the icons near the app title.
- Make sure every button works, because "add new location," "add alarm," "clear all" for timer, and all don't work.
- The app name is nowhere to be seen.
- Every timer is created for 5 mins, whereas the time should be given by the user. Get it in format HH:MM:SS and use it to create the timer.

(Prompting techniques used: checklist-based prompting, debugging-driven prompting)

(Further refining the functionality and UI of the app through detailed prompting.)

Refinement 3:

Look at the first picture, make the size smaller according to screen size and make sure everything fits on screen and nothing is overlapped. Use a unique font for "Orientify" and make it appear just above the alarm box and not at the topmost. Make sure the alarm pop up comes only once when the alarm occurs and use "snooze" and "turn off" as options. For the timer, see the picture uploaded, flip the entire timer box and make the timer show up in hh:mm:ss format only, don't add up the hours to minutes, and the timer is not working when "start" is clicked.

(This is where debugging started and everything started messing up.)

Refinement 4:

Revert the changes.

This is not how it was. Please fix and test it and make sure everything is working like all buttons and all are organized and fitting inside the screen without overlaps, may it mean reduction in size.

(Prompting techniques used: rollback prompting, testing emphasis prompting)

(With these prompts, I tried to bring back the old UI as the entire UI got changed from a functional superb one to a bad one.)

Refinement 5:

See this image and fix this: no API key and the functions not being there in JS for delete and edit for alarm, and there is no toggle to turn on and off alarm. Place the icons in the image, i.e., `div class alarm-controls`, below the alarm and days text.

In this, snooze should be taken from the user with a default of 5 mins. The toggle should turn the alarm on or off, and the edit button can edit all the details, and the delete button can delete the alarm.

`deleteAlarm()`, `editAlarm()`, and `toggleAlarm()` - these functions are not working because when I click, nothing is happening. Also,

`div current-time` is not real time; it's just static. Make it real time.

Now nothing is here, orientations are not being shown.

Nothing is being displayed, debug and fix it.

(Prompting techniques used: error-context prompting, function-specific prompting)

(Tried to bring back the old UI and its functionality, but the further prompts just resulted in more mess-ups of the existing UI.)

2. Claude

Initial Prompt:

I have an orientation-based app changing program. I want this to look better and work far better because right now it's absolute BS. The CSS is mainly messed up, functionality is great. I'll upload the `index.html` and `styles.css`. Keep the

design intact but change the positioning such that it's mobile-ready and touch-ready. When in portrait mode or portrait-secondary mode, the app title is just above the liquid glass box, and the liquid glass box is there. In landscape or landscape-secondary, the text should be on the left and the liquid glass box on the right. The liquid glass box must be smaller than it is now to fit the contents and not go out of bounds, and make it scrollable if required. The stopwatch looks great already, but the app header on the left side must be on center, and the stopwatch glass box must be smaller, and the lap times box shouldn't conflict with the stopwatch control buttons. So make the UI fantastic and to the point with no such issues, just clean, ordered, structured, perfect UI. If any further queries or files are needed, make sure to ask me before proceeding.

Answer to further questions

1. All 4 components must be there and it should only appear when the phone is in a specific position:
    - If the phone is in 0 or 360 degrees (portrait), then it should be the alarm.
    - If the phone is in 90 degrees or -270 degrees (landscape), then it should be the stopwatch.
    - If it's in 180 degrees or -180 degrees (portrait upside down), then it should be the timer.
    - If it's in 270 degrees or -90 degrees (landscape upside down), it should be the weather app.
2. I want both centered in a side-by-side layout, like the app header should be in the left center of the screen and the glass box centered on the right side.

(Prompting techniques used: clarification prompting, structural layout prompting, interactive Q&A prompting)

(Fixing of UI by prompting the exact details and structuring a question-answer reasoning based prompt.)