AI-Assisted Game Development: A Personal Experiment

Artificial intelligence has become a powerful tool across many fields, from creativity to technology to even the medical industry. AI continues to advance, but it can never replace human judgment or human understanding. Because of this, we need ethical guidelines and responsible methods for integrating these tools into the workplace.

For my project, I decided to let AI create a game. I provided ideas, inspirations from books I have read, and the themes I wanted. The AI generated multiple concepts, and I chose the ones I preferred.

In this report, I will explore:

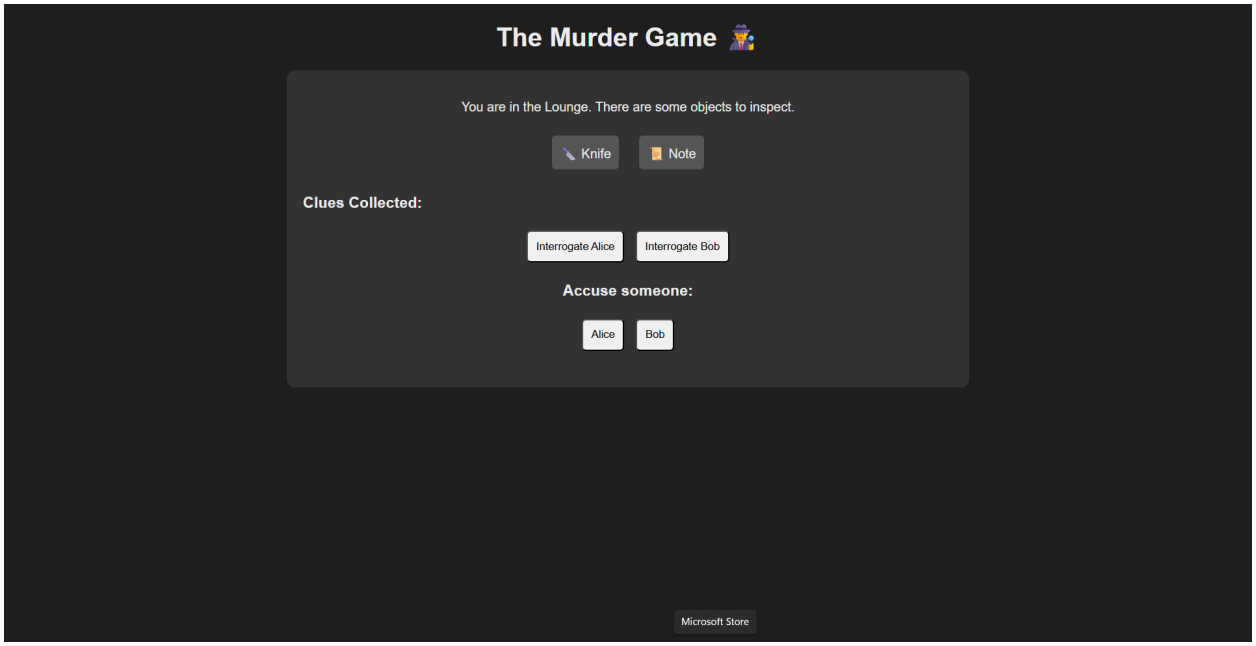
1. How AI helped generate prompts
2. The process of AI creating the game
3. My final decision

Initial Prompt and Ideas Generated

I began a back-and-forth conversation with the AI about game ideas and inspiration. Together, we chose this initial prompt:

- Title: Murder Game
- Genre: Mystery, Thriller, Deduction
- Setting: A secluded mansion or game arena with multiple rooms
- Win or Lose: A correct accusation leads to survival, and a wrong accusation leads to elimination
- UI: A 2D design with clickable objects

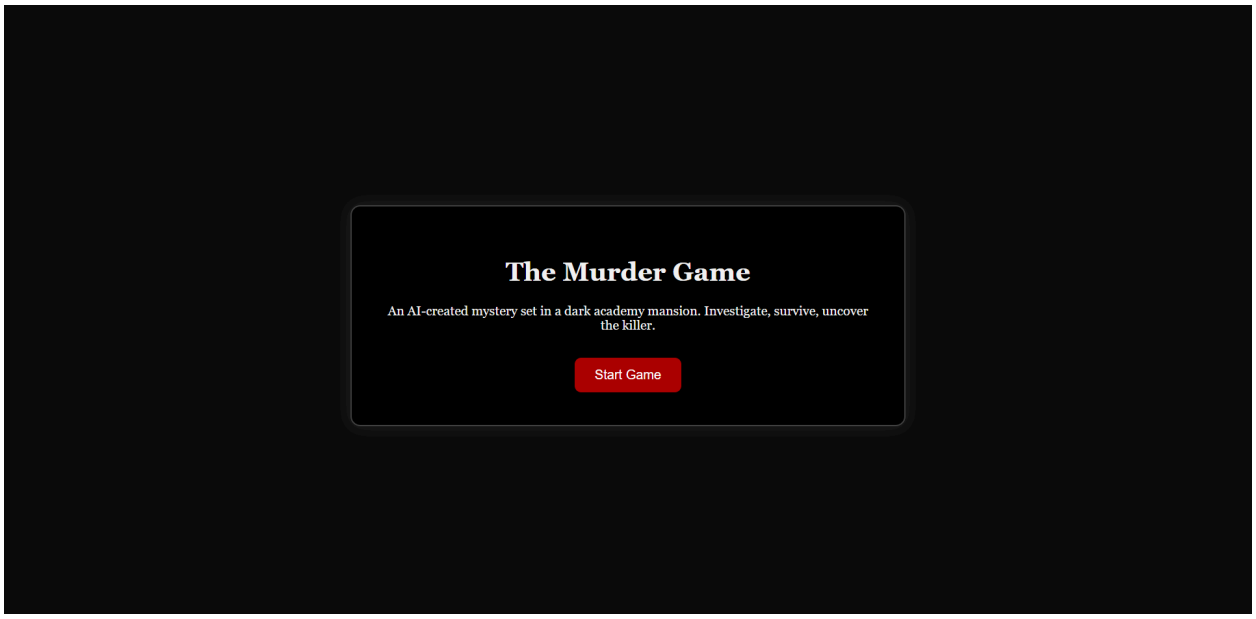
The game concept was strong, so I let the AI begin coding. After uploading the files to GitHub, I play-tested the first version and rated it:

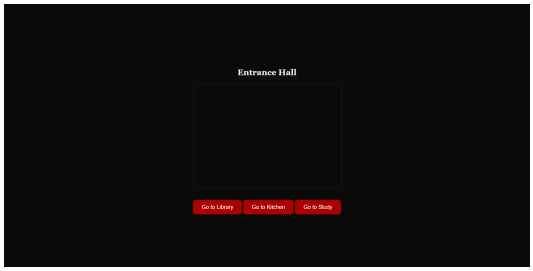


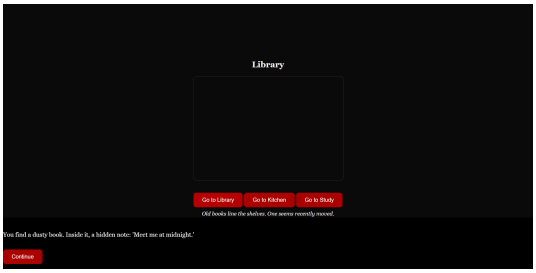
My Rating (Version 1)

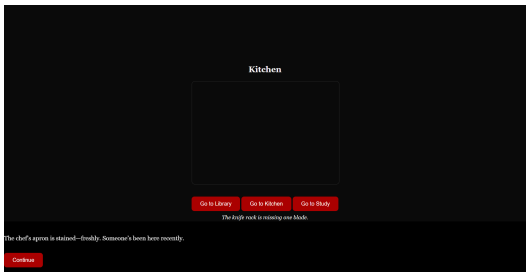
UI: 3 out of 10
Gameplay: 2 out of 10
Interactive: 7 out of 10
Overall: 4 out of 10

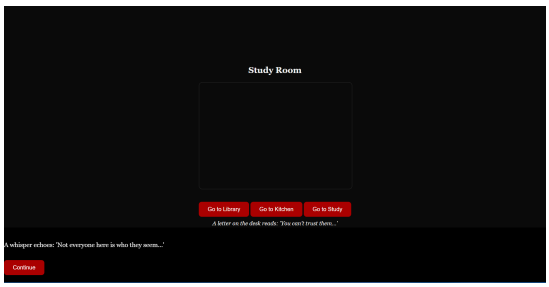
The game was very boring. Although it was interactive, it only offered around two minutes of gameplay, which felt disappointing. I gave the AI more detailed instructions to create a longer and more interactive version. This led to the second version.







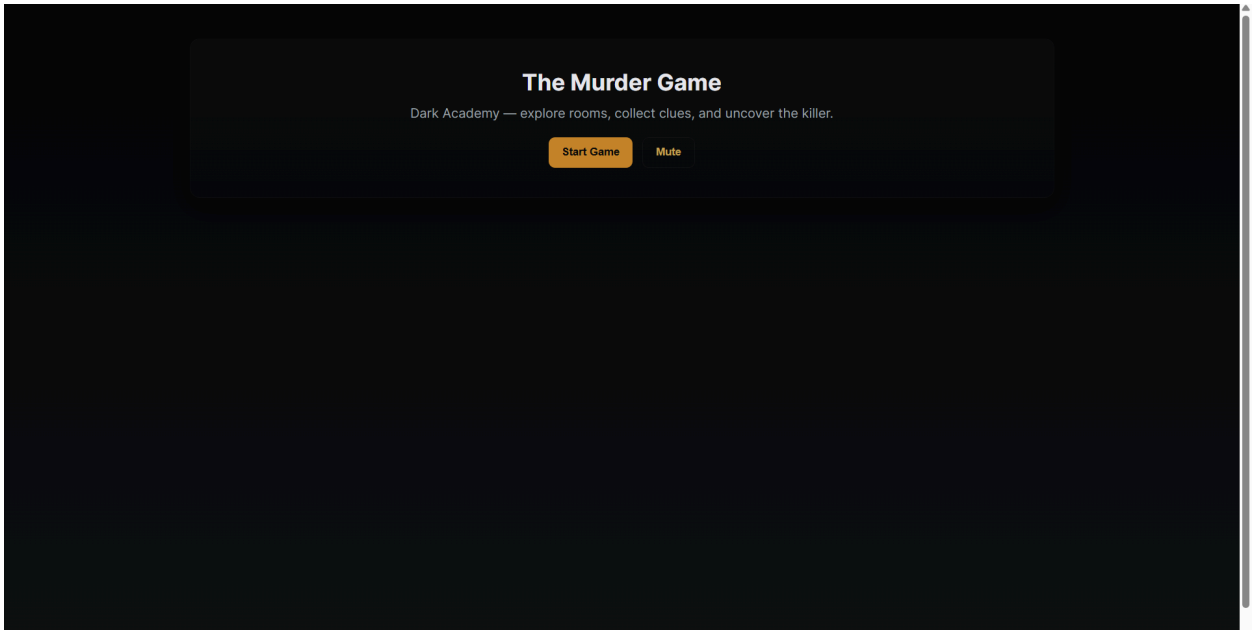




My Rating (Version 2)

UI: 9 out of 10
Gameplay: 3 out of 10
Interactive: 4 out of 10
Overall: 5 out of 10

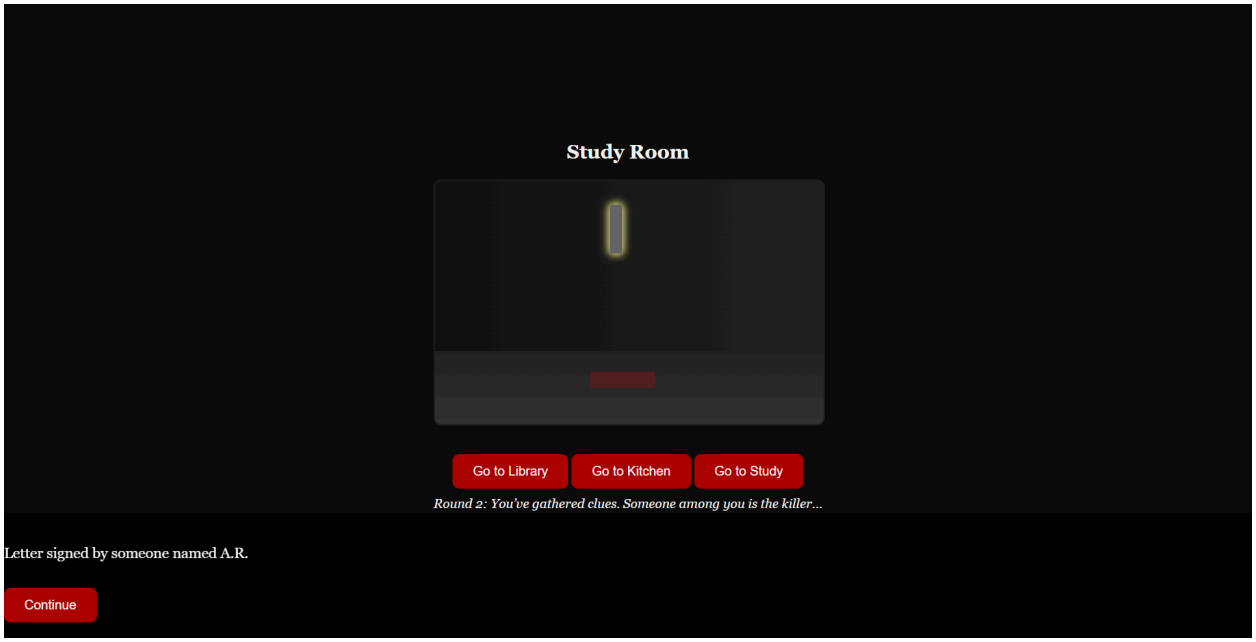
The UI was amazing, but the rooms felt confusing, too empty, and some buttons were broken. I provided more feedback and received another update.



My Rating (Version 3)

UI: 1 out of 10
Gameplay: 0 out of 10
Interactive: 0 out of 10
Overall: 1 out of 10

This version was horrible and completely nonfunctional. I gave the AI more detailed feedback, and it produced a fourth version.



My Rating (Version 4)

UI: 10 out of 10
Gameplay: 6 out of 10
Interactive: 5 out of 10
Overall: 7 out of 10

It returned to the original UI I loved and added more elements to the rooms, but the gameplay was still boring in some places. After more discussion, we decided to change the storyline and redesign the UI.

New Color Scheme:

1. #A3BAD9
2. #345573
3. #6085A6
4. #0B1C26
5. #254559.

Storyline:

- Title: *The Disappearance of Room 26* — Dark Academia mystery

- Genre: Mystery, Thriller, and Deduction
- Setting: Elite academy founded in 1847; hush around a missing student every decade

- Gothic architecture: tall stone hallways, echoing staircases, gaslamp lighting, long library windows, locked wings, unused basement

- Visual palette: dark steel blues / academic ink / cold foggy tones

Missing Student — Alina Reyes

- Top student, quiet and brilliant

- Last seen entering **Room 26** (a room not on any map) at 2:14 AM, holding a book

- Reported behaviors: hearing "voices," writing notes she can't recall, sketching impossible blueprints, terrified of "the man in the hallway."

- Security footage shows her walking through a brick wall

Player Role — The Investigator

- Transfer student, top of the forensic track, skilled at puzzles and reading people

- Assigned to "help" investigate; students whisper: *"Room 26 isn't a room. It's a door."*

Core Mechanics

- Chapter-based progression (exploration → deduction → horror → final puzzle)

- CSS-drawn 2D rooms, hotspots to inspect, inventory/evidence collection, detective notebook, suspect board

- Puzzle types: ciphers, blueprint/navigation puzzles, timeline reconstruction, logic grids, rotating-room navigation

- Audio: ambient drone, footsteps, whispers, SFX (WebAudio + fallback)

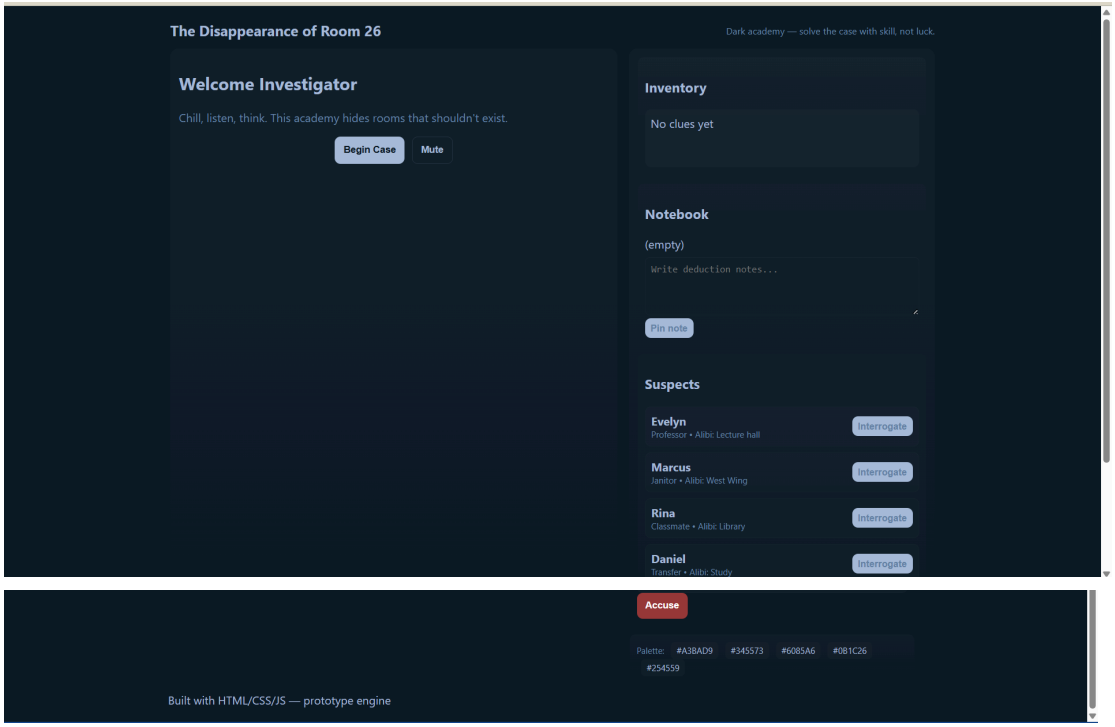
- Consequences: wrong accusations cost time/memory; some endings require near-perfect play

Game Structure (Chapters)

- **Chapter 1 — The Vanishing (Exploration)**
    - Explore 5–8 locations, learn about Alina, ambient creep, find inconsistencies, small puzzles (symbol decoding, locked drawer), find Room 26 key, end with a camera glitch showing Alina behind you
- **Chapter 2 — Clues That Don't Fit (Deduction)**
    - Deeper locations (restricted library, west wing dorm, basement archive, lecture hall), harder puzzles, papers on past disappearances, coded architect's blueprint, photo showing Room 26 where it shouldn't be; reality-doubt moments (footsteps, flickering lights)
- **Chapter 3 — The Academy's Secret (Mind-Twisting)**
    - Discover that Room 26 is a hidden cognitive-experiment wing; past students vanished or broke down; puzzles increase in complexity (rotating navigation, cipher journals, timeline reconstruction); encounter unreliable witnesses
- **Chapter 4 — Entering Room 26 (Horror)**
    - Enter a shifting, silent space: cold air, moving shadows, rooms that change layout; find Alina's notes on the "memory loop"; realize the room distorts perception
- **Chapter 5 — The Loop Breaker (Final Case)**
    - Massive multi-part final puzzle combining timeline, symbols, movement paths, blueprints, alibis, and psychological patterns; multiple endings based on performance and choices

- **Possible Endings**

1. Escape and expose the academy
2. Save Alina, but disappear yourself
3. Become the next resident of Room 26
4. Fail the final logic puzzle and have your memory erased



Final Rating (Version 5)

UI: 10 out of 10
Gameplay: 8 out of 10
Interactive: 9 out of 10
Overall: 9 out of 10

I loved this version. The added sound created atmosphere, the gameplay was engaging, and the UI looked amazing. There were still minor issues, and some screens felt disconnected from the storyline, but overall, this version exceeded my expectations. Even my friends wished the game had more screens because it was so fun to explore.

Conclusion:

AI can be a huge help when it comes to coding or structuring a game, but you can’t fully rely on it. When you compare the first version of my game to the final version, every improvement happened because of my suggestions, feedback, and a lot of frustration. I had to choose the color scheme, create the ideas, and provide most of the inspiration. AI is only useful when you are actively doing the work and using it as support, not when AI does all the work, and you simply assist. You cannot fully rely on AI.