

# Gen AI Documentation

**Date Used:** February 2nd 2026

**Tool disclosure:** AI Agent on Visual Studio Code

**Purpose of Use:** To analyze generative AI's scheduling and organizing tools when provided set assignment, due dates, and human factor considerations.

**Summary of Interaction:** I used the AI agent to help write the code for my interactive game.

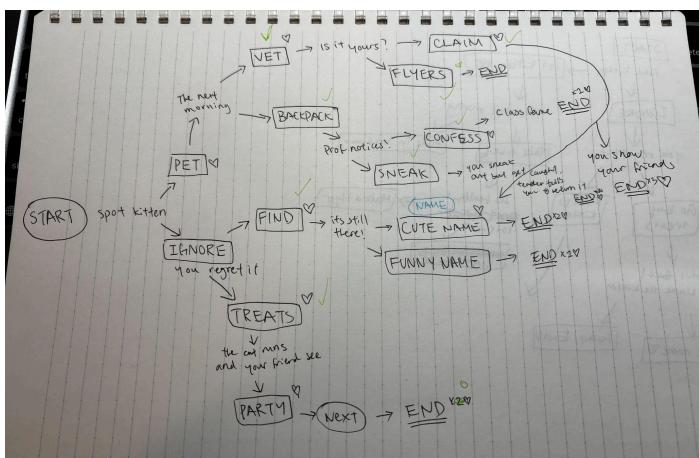
**Human Decision Points:** Each prompt changed and created new lines of code to create the game. I had to describe each scene and state for the game, and I also decided what each scene name would be for easy organisation.

**Scope of GenAI Use:** GenAI was used to write all of the code and comments. GenAI was not used to write the description of anything in the Read Me file.

**Limitations or Misfires:** The AI wasn't able to generate graphic elements, only simple drawings. The AI generated code would sometimes not work properly and I would need to troubleshoot, reprompt, or try different solutions.

## Summary of Process (Human + Tool)

- Written outline of the game (decision tree)
- Prompting and iteration
- Play testing
- Moments of failure



```
← DESIGNING A TITLE SCREEN FOR A G... □
Restore Checkpoint

when the user clicks the button "go to the store to buy treats", go to scene:TREATS

Scene:TREATS
Text: "You found some fish treats!
You're about to feed the kitten when it suddenly jumps up and snatches the fish. Oh no! The kitten is running towards the park!"

Next: Text:"huff You look up and see a group of familiar faces sitting around a small fluffy blob. Looking closer, it's your friends! I guess the little kitten just wanted a big party!" - end

✓ Added new scenes and updated routing
I'll add the TREATS scene path for when the user buys treats at the store.

✓ Edited constants.js +2 -0
✓ Edited game.js +18 -4
✓ Summarized conversation history
Let me check the current structure to fix the replacements:
```

### *Decision Points & Trade-offs*

- I requested hearts on the canvas and the AI used the draw function to draw a heart using two circles and a triangle. It didn't look like a heart so I changed the heart graphic to a heart emoji instead.
- The AI was organizing the scenes in a confusing way so I decided to name each scene and have the AI use those as constant variables.
- Some buttons that were generated were not spaced well on the canvas so I had to prompt the AI to fix that.