

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.

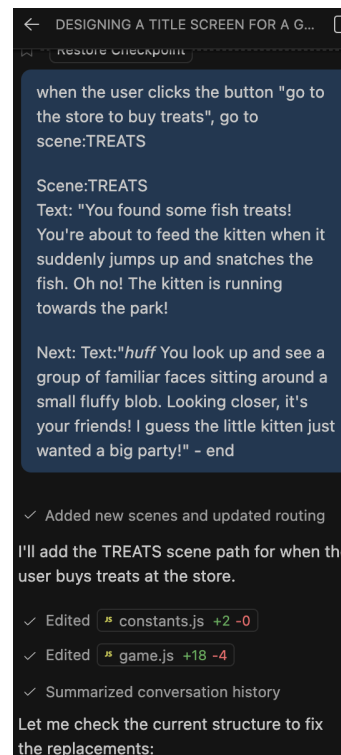
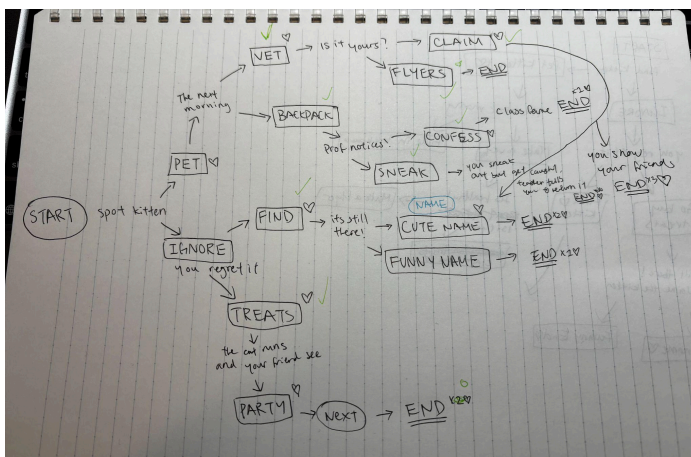
Human Decision Points: Each prompt changed and created new lines of code to create the game. I had to describe each scene and state for the game, and I also decided what each scene name would be for easy organisation.

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



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.