Gen AI Documentation

Date Used: February 10th, 2026

Tool disclosure: AI Agent on Visual Studio Code (CoPilot)

Purpose of Use: To explore the functionality of AI generated code and learn how to vibecode.

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

Human Decision Points: Each prompt changed and created new lines of code to create the game. I had to describe each requirement and state for the game, and also what elements of the maze to include.

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 was able to create a maze layout and include the key and gate elements, but it couldn't understand the theory of the maze. Some problems would be like the keys would be placed behind the gates, making it impossible for the player to reach, or the layout of the maze was just straight lines and corridors, or there would be paths to the goal without needing to pass through the gates at all.

Summary of Process (Human + Tool)
- Prompting and iteration
- Play testing
- Moments of failure
- Manually writing the code for the maze layout
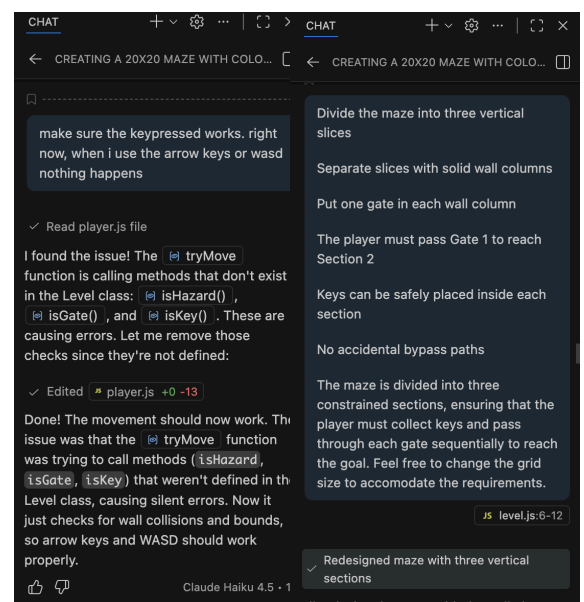
Decision Points & Trade-offs
- I kept trying to communicate the game's requirements and game theory but the AI would not succeed in understanding. This led to me manually rewriting the code for the map layout by changing the location of each element (floor, wall, key, gate), so the maze was actually a maze-like design with dead ends and confusing paths.
- I wanted the player to go through steps: Collect the key → pass through the gates → reach the goal. I split the maze into three sections to attain this, and strategically placed each element.
- I didn't like that the player had to press a key to move every block, so I made the movement continuous so that the player continuously moves one direction until the player changes direction or hits a wall.
- I added a gate counter and instructions for better UX.
- I added two extra states: Start screen and Win screen.