

Because the task was to build an interactive story that unfolds through multiple game states I built a game where you go through doors and if you go through too many wrong ones you lose.

I used ChatGPT to generate the code for this project. First I asked it to generate the code for the game, then asked it to split it into different files. With that the basic structure of my code was ready. Next I asked for some UX improvements, like adding a hover to the doors and adding hearts so you can visually keep track of your lives. There was some trouble with the visibility of the hearts due to the order of the code, so I had to do some debugging to fix it. Finally I asked AI to add a confetti and rain effect on win and lose for some extra embellishment to provide feedback. The code ChatGPT first gave me broke the game, so I had to do some extra debugging to solve it.

Appendix

[Transcript](#)