

To create the final project that I had, I initially started working off my original code. However, this entire process was rampant with the AI either not listening or consistently producing faulty code. I gave the AI incremental upgrades to the game I wanted to implement, and gradually upgraded it. At certain points, I had to make bigger changes, such as getting rid of levels and adding in a point system instead, because the AI simply couldn't generate functioning code for what I requested. To continue the process, I gave color requests and other very detailed descriptions of what I needed to make the game realistic. At many times, the chatbot took steps backwards, requiring constant discipline and reminders, wasting hours of valuable class time and homework time.

Eventually, I arrived at the game that I created, a game that has you drift between cones, racking up points, with gradually increasing difficulty. I added a variety of user interface buttons, such as reset buttons and audio muting. This process taught me multiple lessons, but the most valuable one was not to trust or rely on AI fully. My entire creation of this game was extremely frustrating, with almost 70% of the versions the AI created not working. I'm not sure why they didn't work, but something made the coding process ridiculously arduous. On a skill-based level, I learned how to code with AI, integrate sound, build with user intent in mind, and overall contribute to a long-term project that culminated in my game.