

I made a typing game for my final project for artificial intelligence class. My final game allows users to click a start button which causes a prompt and a related image to appear on the screen. As the user types, their cursor moves along the screen according to the character the user is typing. While the user is typing, there is a progress bar that fills up and beeps at the 25%, 50%, and 75% thresholds of prompt completion. After the user is done typing the full prompt, they are automatically taken to a completion screen that shows the user's total time, typing speed, and a 'try again' button. The initial game I had in week 8 only had the typing feature. However, I made several improvements by adding several prompts, corresponding images for the prompts, background music, and a progress bar. These improvements have made my typing game significantly more engaging and enjoyable.

One bug that I observed in my game was a word wrapping issue. The words displayed in my prompts would carry over to the next line despite being unfinished. For any bugs or additions I wanted to make to my project, I would simply ask ChatGPT to add one edit at a time. However, when I asked ChatGPT to fix the word wrapping, the bug did not get fixed. I tried fixing this issue for several class periods, but the issue still persisted. After consulting my teacher about this issue, I was instructed to continue on. In the future, I would like to continue working on fixing the word wrapping so that my typing game could be as good as possible. However, due to the time constraint for this project, I was not able to fix it.

Overall, this final project allowed me to turn my imagination into a reality. My typing project initially started off as a boring game, but with the many improvements I made with the help of artificial intelligence, my final typing game is engaging and as good as I could possibly make it.