**AI Prompts for *SUPERSEED RUSH* (15 Realistic Stages)**

*Note*: Due to AI performance degradation after extended chat sessions, I had to clear the cache every few minutes to maintain responsiveness. This limited capturing full conversation history, but here's the detailed development journey with Grok (xAI).

1. *sacredcrypto*: "Grok, design a racing game where players predict SEED value shifts (48-148) to move cars—solo demo against 7 AI rivals!"
2. *sacredcrypto*: "Set up a racetrack layout with 8 cars—1 player car, 7 AI cars—movement based on correct SEED up/down guesses!"
3. *sacredcrypto*: "Integrate my custom car PNGs—unique designs for each racer, vibrant and sharp!"
4. *sacredcrypto*: "Create the main track background with my image—sleek, dynamic, full Superseed vibe!"
5. *sacredcrypto*: "Code a SEED value system—random shifts every 3 seconds between 48-148, keep it unpredictable!"
6. *sacredcrypto*: "Build a live SEED graph—display real-time shifts, clear and user-friendly!"
7. *sacredcrypto*: "Add my sound effects—button clicks, success chimes, failure tones, countdown, victory cheers—sync them to actions!"
8. *sacredcrypto*: "Develop a name input screen with my loading image—smooth, engaging start screen!"
9. *sacredcrypto*: "Program confetti animations for winners—300 particles for 1st, 200 for 2nd, 50 for 3rd, big celebration!"
10. *sacredcrypto*: "Add center-screen pop-ups for winners—gold, silver, bronze text, epic reveal style!"
11. *sacredcrypto*: "Fix the Play Again button—full reset to name screen, no bugs or lag!"
12. *sacredcrypto*: "Ensure graph text visibility at high SEED values—don't let it disappear!"
13. *sacredcrypto*: "Configure GitHub Pages—deploy it online, root files only, make it playable globally!"
14. *sacredcrypto*: "Polish the UI—add a mute button, countdown timer, optimize all my assets for performance!"
15. *sacredcrypto*: "Finalize README and submission materials—tweets, links, make *SUPERSEED RUSH* shine for Superseed XYZ!"