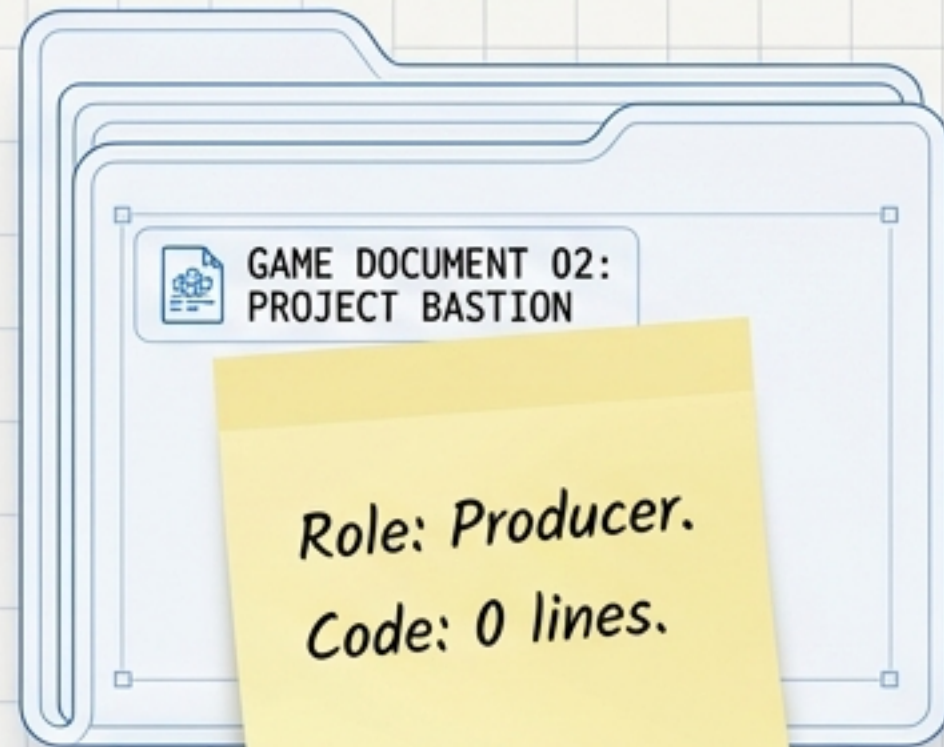


I Don't Write Code, But I'm Making Three Games

WORKFLOW STATUS: ACTIVE | DEVELOPMENT PHASE: CONCEPT & PRODUCTION | AI ASSISTANCE: INTEGRATED



HUMAN OVERSIGHT & TASKS

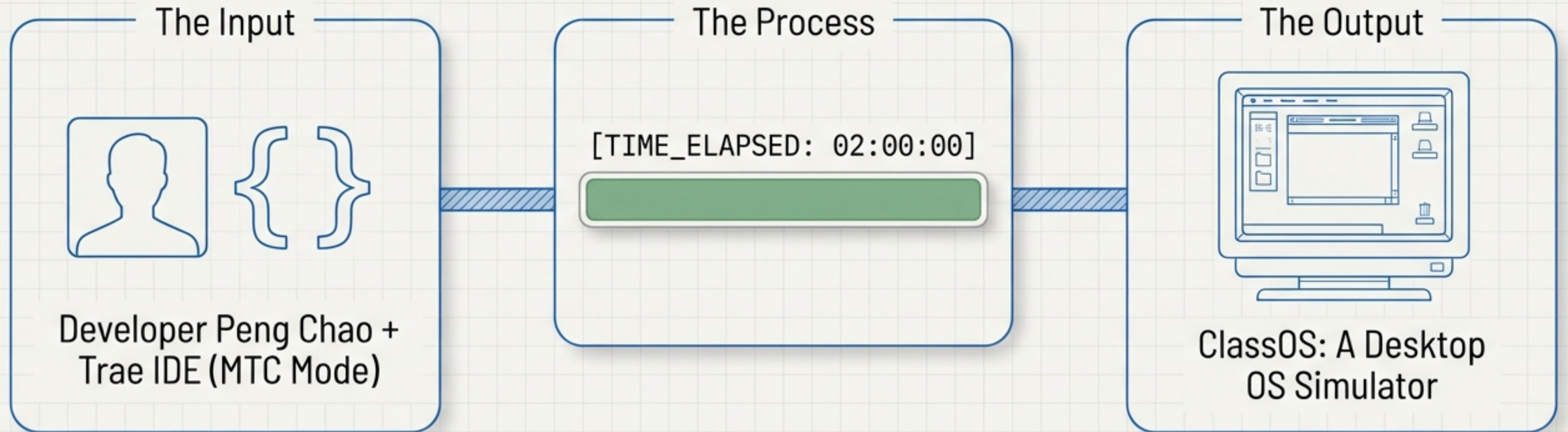
- REVIEW AI-GENERATED LEVEL LAYOUTS (PROJECT AETHEL)
- APPROVE CHARACTER CONCEPT ART (PROJECT CYGNUS)
- FINALIZE MILESTONE SCHEDULE (PROJECT BASTION)
- COORDINATE VOICE ACTING TALENT
- PREPARE INVESTOR PITCH DECK

METRIC	PROJECT AETHEL	PROJECT BASTION	PROJECT CYGNUS
AI CODE GEN	85%	92%	78%
HUMAN DESIGN	100%	100%	100%
ASSET CREATION	AI/HUMAN HYBRID	AI ASSISTED	HUMAN LEAD
STATUS	PROTOTYPE	PRE-PRODUCTION	CONCEPT

AI DIAGNOSTICS & INSIGHTS

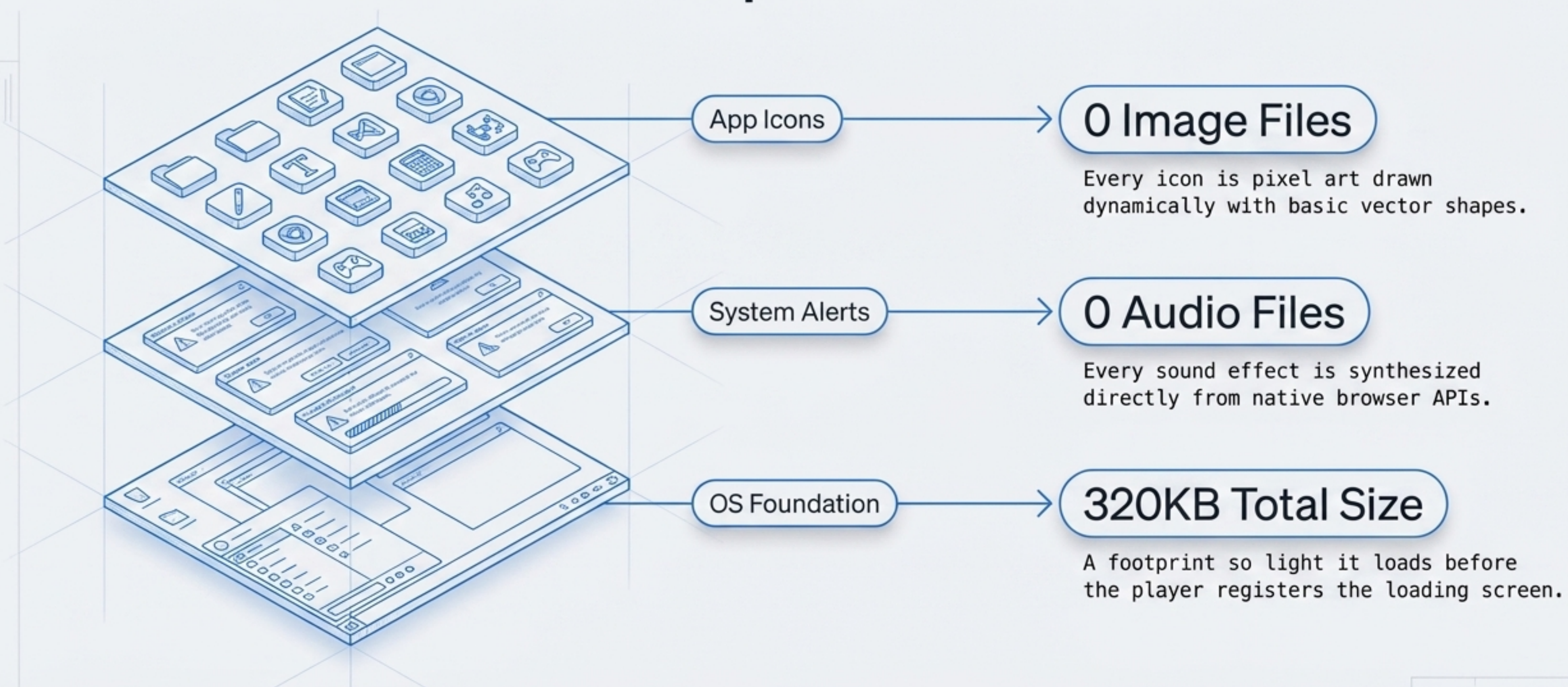
- > INITIALIZING PROJECT ANALYSIS...
- > AI ASSISTANT: CORE SYSTEMS DESIGNED. NARRATIVE STRUCTURE OUTLINED. ASSET PIPELINE ESTABLISHED.
- > **WARNING [TERRACOTTA RED]**: POTENTIAL SCOPE CREEP DETECTED IN PROJECT BASTION. RECOMMEND SIMPLIFICATION OF MECHANIC X.
- > **NOTE [PALE YELLOW]**: HUMAN JUDGMENT REQUIRED FOR CHARACTER DIALOGUE NUANCE.
- > STATUS: WAITING FOR PRODUCER APPROVAL.

A complete, deeply engaging puzzle game built in two hours with zero handwritten code.



[HANDWRITTEN_CODE: 0] | [AUDIO_ASSETS: 0] | [IMAGE_ASSETS: 0] | [GAMEPLAY_LOOP: COMPLETE]

The technical footprint of an AI-generated game defies standard development constraints.



The absence of traditional media
creates the presence of emotion.

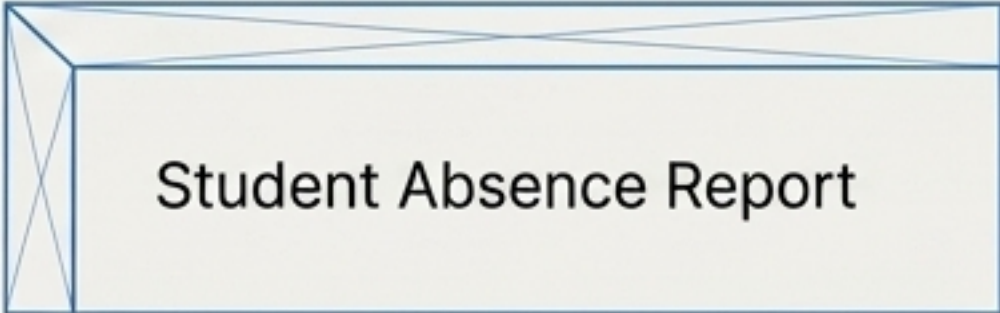
The Power of Silence

老师

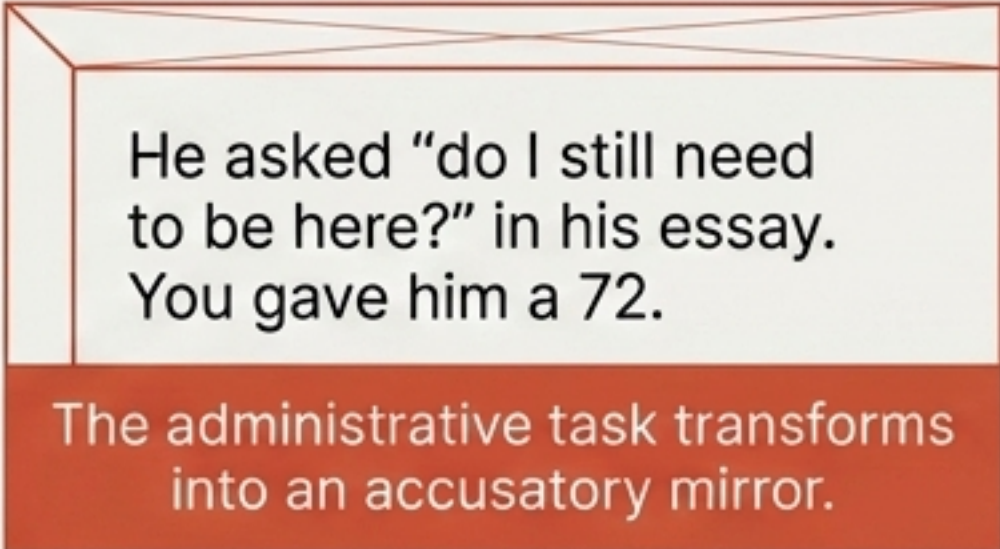
走了

[AUDIO: MUTED] - Choosing silence at the most emotional moments.

The Mirror Mechanic



Student Absence Report



He asked "do I still need to be here?" in his essay.
You gave him a 72.

The administrative task transforms into an accusatory mirror.

The creative boundary shifts from writing syntax to defining standards.

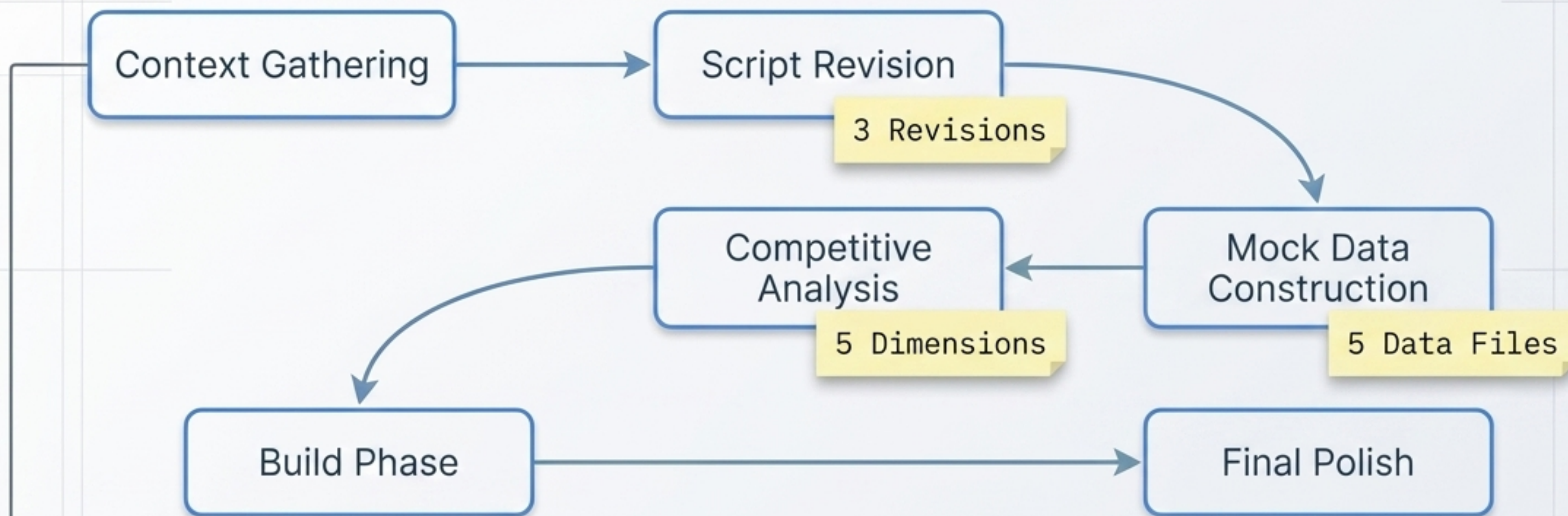
The Producer (Human Zone)

- Defines the **creative direction**.
- Sets rigorous **quality standards**.
- Evaluates **emotional resonance**.
- Makes final judgment calls.

The Dev Team (AI Zone)

- > Executes code syntax
- > Builds data architecture
- > Generates functional assets
- > Implements system mechanics

Rigorous methodology prevents AI generation from devolving into noise.



[RULE_01: THINK FIRST, BUILD SECOND. NO SKIPPING PHASES.]

All locked before a single line of code is written.

Testing the production methodology across a diverse slate of narrative mysteries.

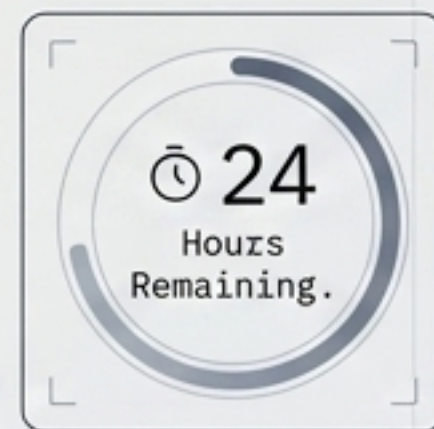
Dead Signal	Shadow Access	Inside Job
Player Role: Investigative Journalist.	Player Role: The Victim.	Player Role: Head of Security.
Core Hook: Reconstruct 72 hours across three murder victims.	Core Hook: Tracing an intruder inside your own device.	Core Hook: A corporate acquisition collapses due to leaked secrets.
Central Conflict: One phone, three connected deaths.	Central Conflict: Discovering what someone did inside your digital footprint.	Central Conflict: 24 hours to find the mole before the board meets.

Corporate espionage relies on universal concepts of leverage and office secrets.

PROJECT: INSIDE JOB

THE COLLAPSE:

- Competitor obtained the exact floor price.
- Competitor exploited hidden patent gaps.
- Competitor quoted board minutes verbatim.



*Universal theme:
works in Silicon
Valley, London, or
Tokyo.*

The AI generated a clean, professional, but ultimately hollow mystery framework.

CFO

Motive:
Financial
Pressure. (Red
Herring:
Divorce
transfers).

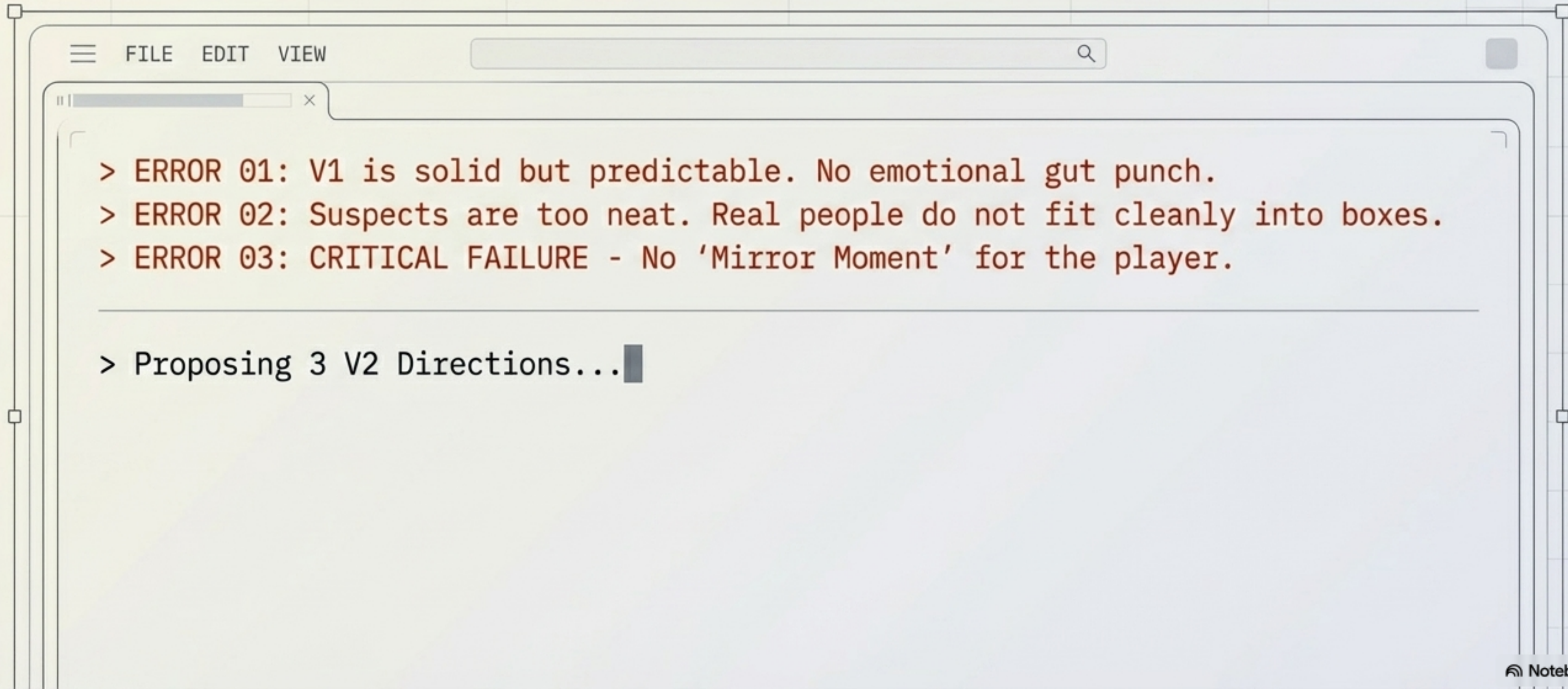
CTO

Motive: Secretly
interviewing
elsewhere.

Solid. Predictable.

Something feels off. I can't articulate what.

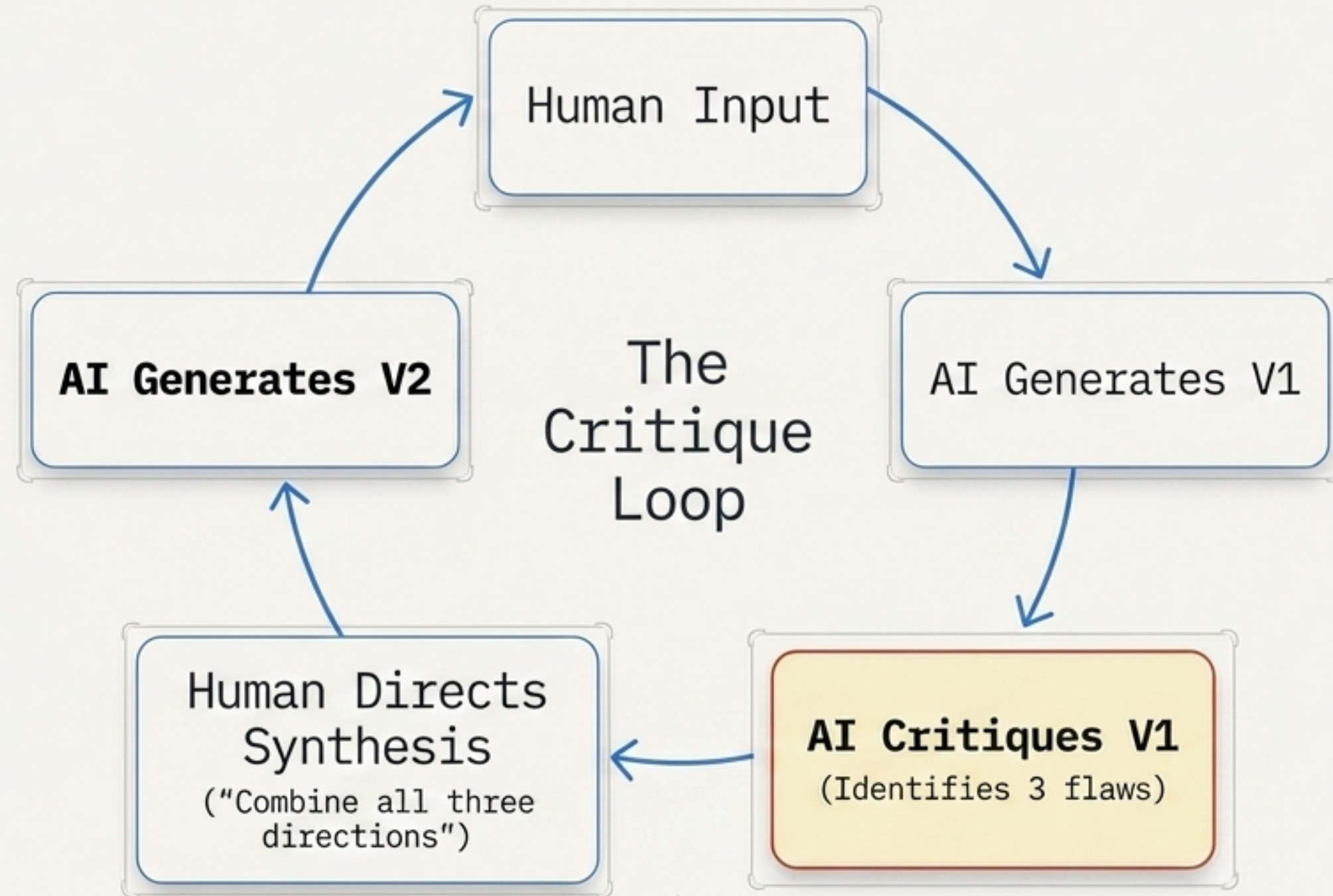
The AI diagnosed its own narrative flaws with ruthless precision.



A screenshot of a code editor window with a menu bar (FILE, EDIT, VIEW) and a search bar. The editor contains a list of error messages in a monospaced font, followed by a line indicating the next step in the process.

```
> ERROR 01: V1 is solid but predictable. No emotional gut punch.  
> ERROR 02: Suspects are too neat. Real people do not fit cleanly into boxes.  
> ERROR 03: CRITICAL FAILURE - No 'Mirror Moment' for the player.  
  
> Proposing 3 V2 Directions...
```

The system shifts from an execution engine to an active **sparring partner**.

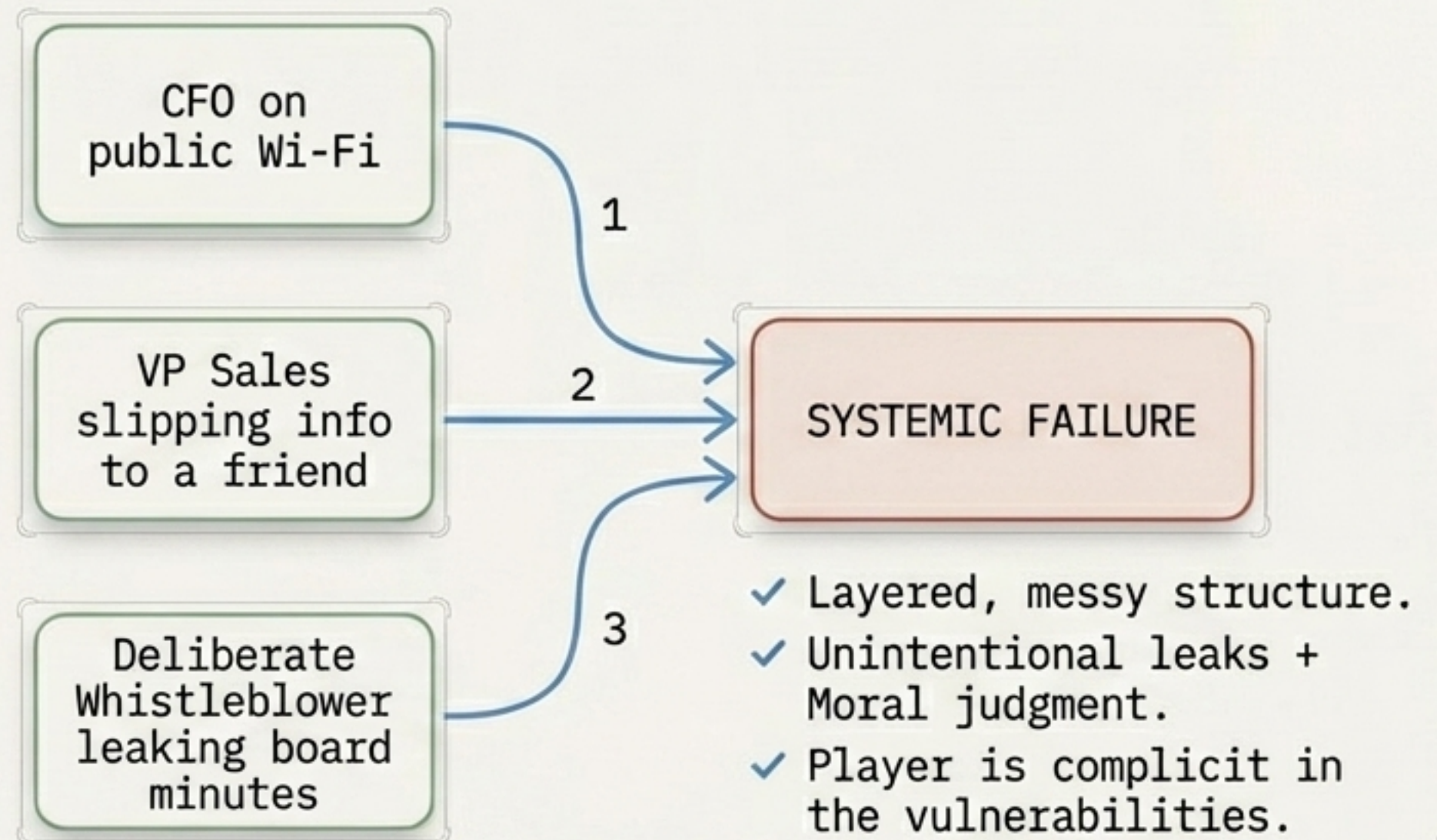


The second draft dismantled the “spy movie villain” trope in favor of systemic failure.

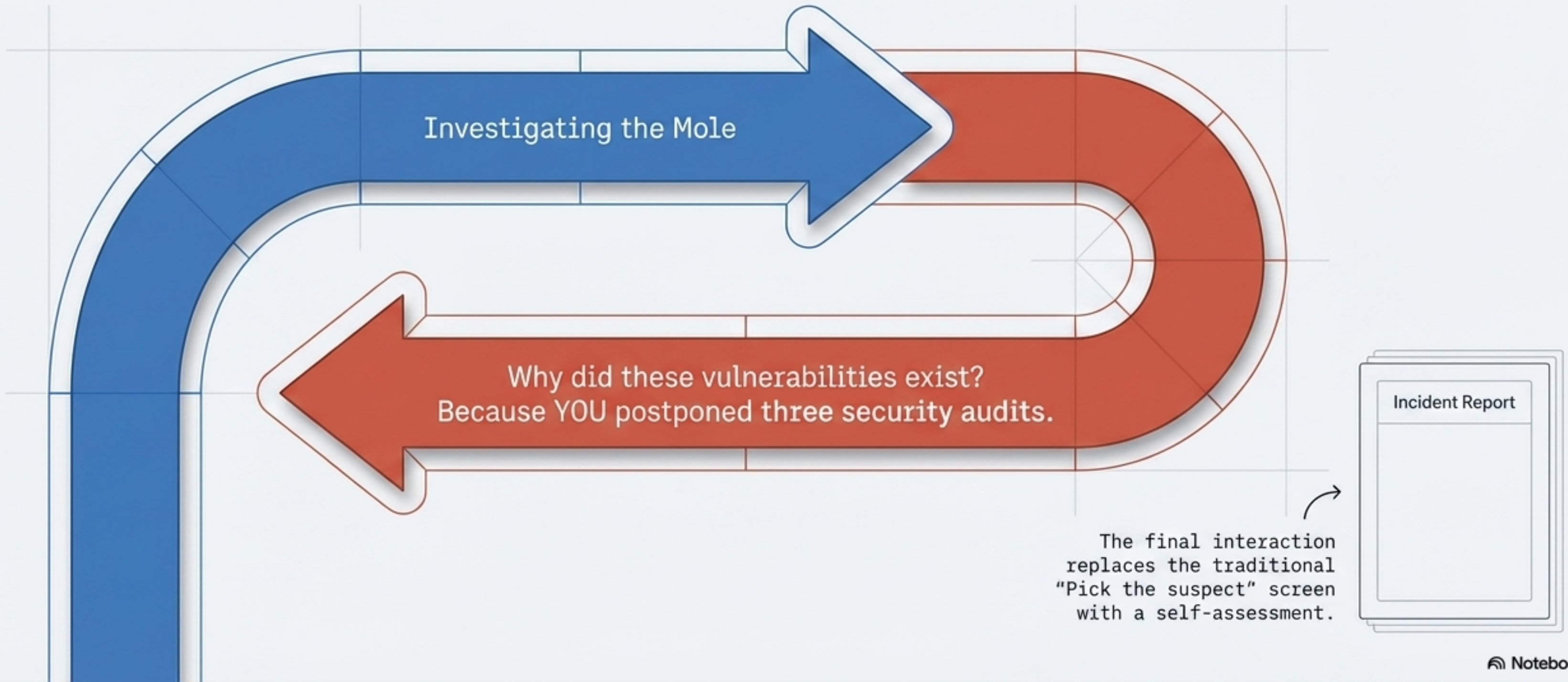
V1 Draft (The Trope)



V2 Draft (The Systemic Failure)

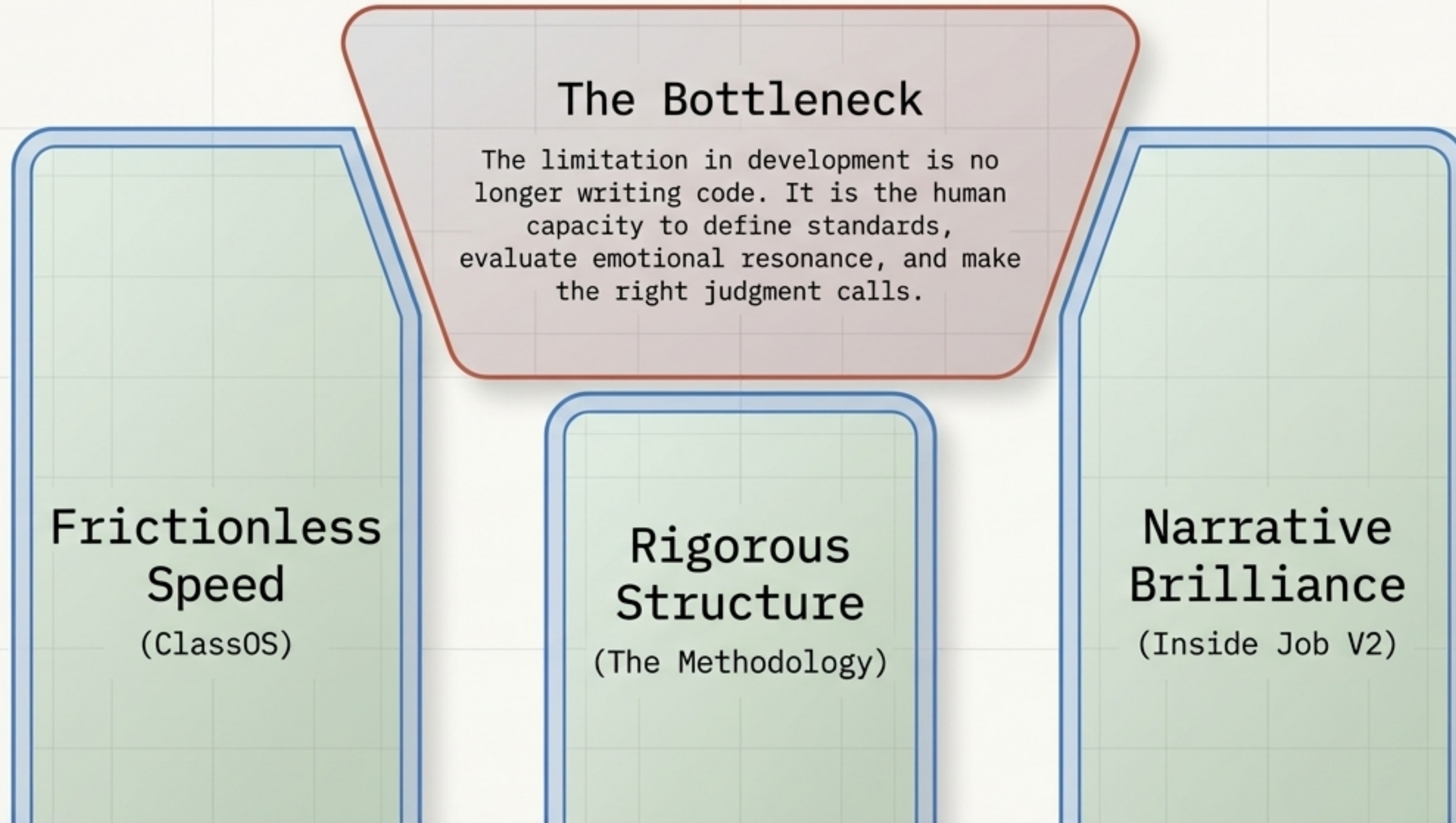


The ultimate twist forces the player to confront their own systemic failures.



“The jump from V1 to V2 — the layered structure of systemic failure plus whistleblower plus player self-judgment — I couldn’t have come up with that. Claude Code identified the exact problems and solved them in a way that exceeded what I could have designed.” _

The New Creative Boundary



THE AI OWNS THE HOW. THE PRODUCER OWNS THE WHY.

PROJECT: DEAD SIGNAL

Player Role: Investigative Journalist.

Objective: Reconstruct 72 hours.

Evidence: One phone.

Victims: Three.

> Status: Three games. Zero handwritten code. One methodology. Loading phase 2...