AI Game Prompt Power Pack

10 extra copy-paste prompts for refining your AI-built detective game.

Companion to Case Starter Prompt 5 (Inspect & Repair).

Ten extra copy-paste prompts for the revision stage of your detective game. Use them with Case Starter Prompt 5, after you have playtested your first AI-generated build.

Fix the Broken Clue Chain

Below is my current game code and the clue list. Clue [X] never appears during play, which breaks the logic chain at [point]. Rewrite only the affected scene(s) so the clue becomes discoverable through player action, without changing the culprit or the ending.

Simplify the Over-Complex Scene

The investigation phase below has too many steps and confused my playtester. Simplify it to at most 3 player actions while keeping every critical clue obtainable. Show me the before/after action list.

Add Replay Value

Suggest 3 small variations to my case (different culprit, shuffled clue locations, alternate red herring) that reuse the same 3D scene and code structure. For each, list exactly what changes in the code.

Generate Hint Text

Write progressive hint text for each investigation phase of my game: a gentle nudge, a direct hint, and a near-spoiler, in the voice of my detective character. Keep each hint under 25 words.

Stress-Test the Ending

Act as a skeptical player. Given my clue list and ending below, list every way the ending could feel unfair or unearned, then propose a fix for each that stays within my 3-suspect, 3-phase scope.

Tighten the Dialogue

The suspect interview dialogue below is too long and my playtester skipped it. Rewrite each interview to under 8 exchanges while keeping every clue the interview is supposed to deliver.

Balance the Difficulty

My playtester solved the case in 5 minutes / could not solve it in 30 minutes. Adjust the clue visibility and hint timing in my game code to target a 15-20 minute solve, and explain each change.

Write the Case Brief

Write an in-game case brief (under 120 words) that introduces the mystery, the three suspects, and the player's goal without revealing the solution or making any suspect look obviously guilty.

Create the Evidence Board Labels

For each clue in my list, write a 1-line evidence-board label and a 2-line description a player sees when inspecting it. Labels must be intriguing but never misleading about what the clue proves.

Final Polish Pass

Review my full game code below for: dead-end interactions, clues that do nothing, text longer than 3 lines on screen, and any place the player could get permanently stuck. Return a numbered fix list with exact code changes.

TIP: Always paste your CURRENT game code and your playtest notes with the prompt - the AI can only fix what it can see.