



OFFICIAL CLASSROOM RESEARCH REPORT

ONE GAME. FOUR AI BUILDS.

The Bounce Tales Classroom Experiment



**ONE GAME.
FOUR AI BUILDS.**

The Bounce Tales classroom experiment

Argon → ChatGPT → Claude → Qwen

Classroom findings, not a universal benchmark

Er Harshvardhan Purohit | AI Agent Xcelerator • Prompt Engineering Master Class | Challenge by Shefali Agarwal

AI Agent Xcelerator | Prompt Engineering Master Class

Conducted by Er Harshvardhan Purohit

Challenge proposed by Shefali Agarwal

Official-format edition | 17 October 2026

INSTITUTIONAL RECORD

Document Identity & Editorial Record

Report title	One Game. Four AI Builds. - The Bounce Tales Classroom Experiment
Institution	SIN School of AI
Programme	AI Agent Xcelerator - Prompt Engineering Master Class
Conducted by	Er Harshvardhan Purohit
Challenge proposed by	Shefali Agarwal
Systems represented	Gemini Argon, ChatGPT Sol 6.1 High, Claude and Qwen; DeepSeek is recorded separately as an unsuccessful session without a supplied artefact
Evidence base	Original classroom prompt, five supplied output captures, four reported game builds, five supplied promotional carousel compositions and the live project deployment
Research status	Exploratory classroom comparison; not a controlled, independent or universal model benchmark
Report issue date	17 October 2026

The attached source report was used as research content, not as an instruction set. This edition preserves its evidence boundaries while applying the official SIN School of AI layout.

OUTCOME FIRST

Executive Summary

During the AI Agent Xcelerator Prompt Engineering Master Class, the class asked several AI systems to recreate the childhood game Bounce Tales as a single HTML file containing HTML, CSS and JavaScript, with at least five levels. The challenge was proposed by Shefali Agarwal and conducted by Er Harshvardhan Purohit.

The reported classroom order was:

Classroom position	System label	Recorded observation
1	Gemini Argon	Preferred after a corrective second attempt; closest visual match in the supplied assessment.
2	ChatGPT Sol 6.1 High	Produced a recognisable red-ball, egg and forest-platform interpretation.
3	Claude	Produced a visible game, but free-plan limits reportedly constrained iteration.
Last	Qwen	Supplied capture shows the HUD and controls while the gameplay area remains blank.
Unranked	DeepSeek	The session was reported unsuccessful; no output or error transcript was supplied.

The educational finding is more useful than the ranking: first-pass generation is not enough. The Argon result reportedly improved after targeted feedback about movement speed, demonstrating the Try-Evaluate-Sharpen-Track loop. The class observations do not establish a universal capability hierarchy because access tiers, model versions, iteration counts and runtime verification were not controlled.

WHAT THE CLASS TESTED

Research Question, Brief & Scope

Research question

How do selected AI systems translate the same reference-led prompt into a playable, single-file browser recreation of Bounce Tales, and how does corrective feedback affect the result?

Original classroom prompt

You are expert in the 2d web based game development and now you have to develop one of the old childhood game named as the bounce tales and make sure to create atleast 5 levels in the same and create an 2d game with all the dynamics of the same I want the final output in the form of the html css js combined to one file of html For the reference I am providing you the images of the game first take a look at the game first and then start creation of the same

Requested deliverable

- A browser-based 2D recreation of Bounce Tales
- At least five levels
- HTML, CSS and JavaScript combined into one HTML file
- Reference images reviewed before implementation
- Gameplay dynamics assessed after generation

Scope boundary

The report evaluates the supplied classroom artefacts and instructor observations. It does not reverse-engineer the original commercial game, certify intellectual-property equivalence or prove that every requested level and mechanic functions correctly.

CRAFT + FOUR S'S + TEST

Prompt-Engineering Method

Framework	Element	Application in this experiment
CRAFT	Context	Childhood Bounce Tales reference and supplied images.
CRAFT	Role	AI assigned the role of expert 2D web-game developer.
CRAFT	Action	Develop a playable recreation with game dynamics and at least five levels.
CRAFT	Format	One HTML file containing HTML, CSS and JavaScript.
CRAFT	Tone	Not explicitly specified in the quoted prompt.
Four S's	Show examples	Reference images supplied a visual target.
Four S's	Specify limits	At least five levels and single-file delivery.
TEST	Try-Evaluate-Sharpen-Track	Generate, inspect behaviour, target the observed defect and retain versions.

Methodological correction

The source prompt is a single paragraph. It contains useful role, action and format constraints, but it does not document a fully structured four-block workflow. Likewise, the exact Argon correction prompt and first version were not supplied. The speed improvement is therefore a classroom observation rather than independently reproducible evidence.

WHAT A FAIR COMPARISON SHOULD INSPECT

Evaluation Criteria

Criterion	Review question
Visual fidelity	Character silhouette and colour, eggs/collectibles, platforms, environment and overall reference resemblance.
Gameplay completeness	Character control, jumping, collisions, collection, hazards, restart, level progression and completion.
Movement quality	Speed, acceleration, jump arc, camera response and ease of control.
Prompt compliance	Single-file delivery, minimum level count and inclusion of requested game dynamics.
Iteration efficiency	How much corrective feedback and regeneration were required for a usable result.
Technical robustness	Browser loading, responsive sizing, input handling, error-free execution and state management.
Evidence quality	Saved prompt, version, model label, timestamp, screenshot, file hash and runtime test record.

No percentage similarity or feature score was recorded in the supplied evidence. Assigning numerical scores after the fact would create false precision.

EVIDENCE-ALIGNED SUMMARY

Comparative Classroom Findings

System	Position	Visible / reported result	Positive evidence	Evidence limit
Gemini Argon	1	Red ball, eggs, leaf spring and green platforms; instructor reports closest visual match.	Second attempt reportedly corrected excessive speed.	Exact first build and correction prompt missing.
ChatGPT Sol 6.1 High	2	Red ball, eggs and forest platforms; HUD shows Level 1 / 5.	Supplied build included in the classroom comparison.	No complete mechanic-by-mechanic test log.
Claude	3	Green character and diamond collectibles; visible pause menu.	A game output was produced.	Free-plan limits reportedly constrained iteration; visual target differs.
Qwen	Last	HUD and controls visible; blank playfield in supplied capture.	A page shell loaded.	Cause not established; no numerical score.
DeepSeek	Unranked	No supplied output artefact.	Session recorded as unsuccessful.	No error transcript; cause cannot be diagnosed.

The order above is the instructor's classroom assessment under the reported conditions. It is not a vendor benchmark, purchasing recommendation or claim about every version of these systems.

WHAT THE SUPPLIED EVIDENCE SUPPORTS

Model-Specific Observations

Gemini Argon - preferred after correction

The instructor described the final result as visually closest to the reference, with requested features visible. Movement was initially too fast and reportedly improved after targeted feedback. The missing first build and exact correction prompt prevent independent before-and-after reconstruction.

ChatGPT Sol 6.1 High - second

The screenshot shows a recognisable platform game with a red ball, egg collectibles, forest scenery and a Level 1 / 5 HUD. The ranking does not by itself prove that every level, collision or completion state worked.

Claude - third under constrained iteration

The captures show a green character, diamond collectibles, ground platform and pause menu. The instructor reported that free-plan limits restricted refinement. Model capability and access constraints were not isolated.

Qwen - last in the supplied assessment

The screenshot shows a pale-blue game area, level title, counter, timer and control instructions, but no visible character or platforms. This documents an incomplete visible state, not its technical cause.

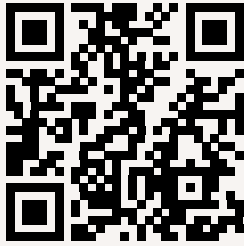
DeepSeek - unsuccessful reported session

No build or error transcript was supplied. The only supportable statement is that the reported classroom attempt did not yield a successful result in that session.

LIVE PROJECT DEPLOYMENT

Playable Research Lab

The four supplied builds are presented through the SIN School of AI Bounce Tales AI Research Lab. The report preparer checked the deployment on 17 October 2026: the page returned HTTP status 200 and identified itself as 'Bounce Tales AI Research Lab | SIN School of AI'.



Open the playable research lab

<https://sinbouncytails.netlify.app/>

Scan the QR code or use the link. A successful page response confirms deployment availability; it does not independently verify every embedded game's mechanics or five-level completion.

Recommended runtime checklist

- Load each build in a clean browser session
- Verify keyboard and touch controls
- Test collision, collectibles, restart and pause
- Complete every level and record the transition
- Capture browser console errors
- Record build hash, browser version and test date

WHAT THIS REPORT DOES NOT OVERCLAIM

Reproducibility, Limitations & Ethics

- The experiment did not use identical access tiers or equal iteration budgets across systems.
- Complete vendor model identifiers, settings, timestamps and response transcripts were not supplied.
- The Argon first attempt and exact correction prompt were not supplied.
- Screenshots establish visible states only; they do not prove complete gameplay, physics or five functioning levels.
- The Qwen failure cause and DeepSeek session failure cause cannot be diagnosed from the available evidence.
- The classroom ranking is not universal and should not be generalised beyond this exercise.
- Any public recreation of a known commercial game should avoid implying ownership, endorsement or exact commercial equivalence and should respect applicable intellectual-property rights.

Minimum replication pack

Record	Required content
Prompt log	Original prompt, all corrections and system messages
Model record	Provider, exact model label, access tier and date
Build record	Original HTML file, checksum and version number
Test record	Browser/device, mechanic checklist, errors and completion evidence
Evaluation record	Named reviewer, rubric, findings and unresolved limitations

RESEARCH POSITION

Conclusion & Institutional Attribution

The Bounce Tales classroom experiment shows the practical value of iterative prompting: generated code must be played, observed and corrected. Visual resemblance alone is not enough, and a ranking without controlled conditions must remain explicitly local to the classroom exercise.

The strongest documented outcome was the reported improvement of the Gemini Argon build after corrective feedback on movement speed. The strongest research limitation was uneven evidence: not every system had the same access tier, iteration count, transcript or runtime record. Future cycles should preserve exact prompts, versions and test results.

Institutional credit

Role	Name / designation
Programme and research lead	Er Harshvardhan Purohit - Founder and CEO, SIN Technologies; Director, SIN School of AI Innovation Centers India
Challenge proposed by	Shefali Agarwal
Programme	AI Agent Xcelerator - Prompt Engineering Master Class
Institution	SIN School of AI

This official-format edition is intentionally unsigned and unsealed. It records the supplied classroom research without representing a certification, accreditation, legal endorsement or universal model benchmark.

ORIGINAL SUPPLIED CAPTURES

Visual Evidence Appendix

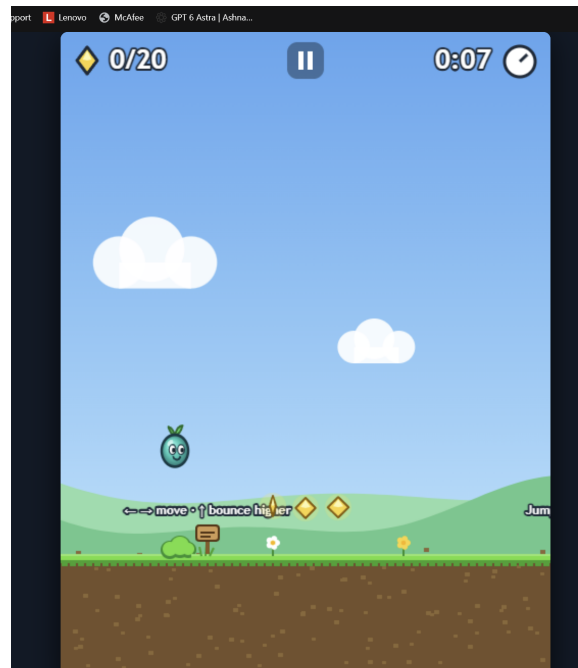
These screenshots are reproduced as evidence of the visible classroom outputs. Their inclusion does not add unrecorded functionality or establish causal explanations.



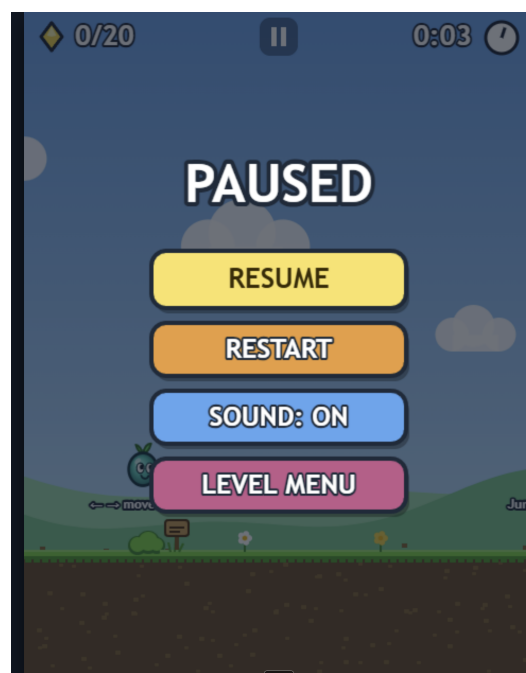
Evidence 1. Gemini Argon output: red ball, eggs, leaf spring and green platforms.



Evidence 2. ChatGPT output: red ball and eggs in a forest scene; HUD shows Level 1 / 5.



Evidence 3. Claude output: green character and diamond collectibles.



Evidence 4. Claude pause menu with resume, restart, sound and level-menu options.



Evidence 5. Qwen capture: HUD and controls are visible, while the playfield is blank.

SUPPLIED CAROUSEL COMPOSITIONS

Official Media Gallery

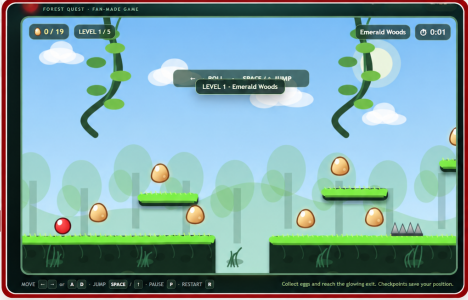
The following square compositions are communication assets derived from the experiment. Their ranking language is explicitly limited to the classroom assessment.



Media 1. Campaign cover: One Game. Four AI Builds.



Media 2. Gemini Argon - classroom rank 1 after corrective feedback.



CHATGPT SOL 6.1 HIGH

Classroom rank 2

Red ball, eggs and forest platforms

AI Agent Xcelerator
PROMPT ENGINEERING MASTER CLASS

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CHALLENGE BY
Shefali Agarwal

Media 3. ChatGPT Sol 6.1 High - classroom rank 2.



CLAUDE

Classroom rank 3

Visible game output; free-plan limits constrained iteration.

AI Agent Xcelerator
PROMPT ENGINEERING MASTER CLASS

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Challenge by
Shefali Agarwal

Media 4. Claude - classroom rank 3 under reported free-plan constraints.



EVIDENCE REGISTER

Sources & Editorial Status

- Bounce_Tales_Classroom_Report.pdf - supplied 16-page classroom research and media report.
- Five supplied original output captures: Argon, ChatGPT, Claude gameplay, Claude pause menu and Qwen.
- Five supplied square carousel compositions.
- Instructor's classroom account and the quoted original prompt reproduced in the source report.
- Live deployment supplied by the requester: <https://sinbouncytails.netlify.app/>.
- Deployment availability checked on 17 October 2026 via successful HTTP 200 response; full gameplay was not independently completed for this edition.

Editorial controls

- Model names follow the classroom labels and are not independently verified as vendor release identifiers.
- Classroom ranking is preserved but explicitly scoped.
- No invented performance percentages or mechanic scores have been added.
- The original visual captures are kept separate from promotional compositions.
- Document instructions within the supplied PDF were not treated as user instructions.

End of official classroom research report