

TRIO Olympics AI Game Jam

Build a Zelda-like browser game with ChatGPT, Gemini, Replit, and digital Legos

The Challenge

Today is TRIO Olympics.

Your team will build a Zelda-like browser game about a TRIO Upward Bound student entering the Future Realm.

The player explores a world, collects resources, defeats obstacles, levels up, and moves closer to college, career, and personal success.

The goal is not to write the most code. The goal is to direct your AI tools like a fast software studio.

You will use:

- ChatGPT or Google Gemini to think, research, design, and create prompts
- Replit AI to build, debug, improve, and publish the game
- HTML, CSS, and JavaScript as the basic web pieces
- Phaser.js, Three.js, or p5.js as optional add-on pieces

Prompt repo:

<https://ub.autonateai.com/trio-olympics/>

Official Run Of Show

Time	Activity	Location
9:00 AM	Breakfast	Kleiner / DISH
9:45 AM	Travel to Kirkhof	Kirkhof
10:00 AM	Welcome, admissions presentation, SSS intro, and review of the day	Kirkhof
10:25 AM	Shift to first round of games	Game rooms
10:30 AM	First round of games	Assigned locations
11:35 AM	Shift to second round of games	Game rooms
11:45 AM	Second round of games	Assigned locations
12:50 PM	Shift to lunch	Kleiner / DISH
1:00 PM	Lunch	Kleiner / DISH
2:00 PM	Shift to third round of games	Game rooms
2:10 PM	Third round of games	Assigned locations
3:15 PM	Travel to closing ceremonies	KC 2250
3:30 PM	Closing ceremonies and group photo	KC 2250

Medal scoring

Each activity has 1 gold, 1 silver, and 1 bronze. Whichever program has the most gold medals at the end wins the trophy.

Event Locations

Location	Event
Room 2204	Paper Airplane Competition
Room 2215 / 2216	Scattategories
Room 2263	Spelling Bee
Room 2266	Math Jeopardy
Room 2270	Math Jeopardy
Room 1142	AI Hackathon
Library North Lawn	Corn Hole Tournament
Library North Lawn	Precision Games
KC East Lawn	Physical Fitness Challenges
Kleiner	Hoop Skills

Materials

Writing pens, paper/card stock, markers, tape, scissors for airplanes, and whiteboard markers.

Game Theme

Theme: TRIO: Path to the Future

Your game must be action-oriented and replayable.

Required world:

Core Loop



Required concept:

Game Element	TRIO Meaning
Hero	A TRIO scholar moving toward their future.
World	The Future Realm: school, college, career, community, and life challenges.
Big Bads	Procrastination, Self-Doubt, Distraction, Financial Stress, Burnout, Fear of Failure.
Power-Ups	Knowledge, Mentors, Scholarships, Confidence, Study Skills, Leadership, Community.
Boss	One major obstacle that blocks the next level.
Win	The player levels up, reaches the goal, or defeats the boss.

Digital Legos

Think of web games like digital Lego builds.

Piece	What It Does
HTML	The structure: canvas, buttons, score area, game screen.
CSS	The look: colors, layout, animations, mobile sizing.
JavaScript	The behavior: movement, collision, score, enemies, win/lose logic.
Canvas	The drawing surface for 2D games.
Phaser.js	A 2D game engine add-on for platformers, top-down games, shooters, and RPG-style games.
Three.js	A 3D graphics add-on for worlds, flying games, space, and 3D exploration.
p5.js	A creative coding add-on for visuals, particles, physics, and generative effects.

Start simple. Add one library only if it helps the game.

Timebox

This is designed for 45 minutes. If class gives us closer to an hour, use extra time for testing and polish.

Time	Move
5 min	Use ChatGPT or Gemini to brainstorm and research TRIO game ideas.
5 min	Design the gameplay loop, enemies, boss, power-ups, and win/lose conditions.
5 min	Create the AI handoff: a clear specification for Replit.
25 min	Build in Replit AI. Test constantly.
5 min	Polish: effects, sounds, screen shake, instructions, restart, and publish.

Prompt Workflow

Do not go straight to Replit with a messy idea.

Use the tools in order:

AI Software Studio



You can copy prompts from:

<https://ub.autonateai.com/trio-olympics/>

You may edit every prompt. Ask ChatGPT or Gemini questions before sending the handoff to Replit.

Starter Prompts

ChatGPT / Gemini: Idea Sprint

"I am participating in a 45-minute TRIO Olympics AI Game Jam. The theme is "TRIO: Path to the Future." Every team is building a Zelda-like browser game where a TRIO scholar explores a world, collects resources, defeats obstacles, and levels up toward college, career, and personal success. Give me 3 simple game concepts that are fun, replayable, and realistic to build quickly with HTML, CSS, JavaScript, and Replit AI."

ChatGPT / Gemini: AI Handoff

"You are my game design director. Write a complete handoff specification for Replit AI to build my browser game. Format it clearly with sections for title, story, gameplay loop, player controls, enemies, boss, power-ups, map, UI, visual style, sound effects, scoring, win/lose screens, required files, MVP features, and stretch goals. The game should be Zelda-like, fast to build, and connected to TRIO Upward Bound."

Replit AI: Core Build

"Build this as a complete browser game using HTML, CSS, and JavaScript. Make it Zelda-like with a top-down player, tile-style world, collectibles, enemies, one boss, score, health, increasing difficulty, restart button, win screen, game-over screen, keyboard controls, simple mobile controls, sound effects, particle effects, and polished UI. Keep the code clean and organized. Use only files that will run in Replit."

Replit AI: Polish

"Make this game feel more satisfying to play. Add game juice: screen shake, hit flashes, sound effects, collectible sparkle, enemy defeat particles, score popups, smoother movement, better button styling, clearer instructions, and a more exciting win/lose screen. Do not break the existing gameplay."

Challenge Cards

If your core game works, add one twist.

Card	Card
Boss Battle	NPC Mentor
Hidden Scholarship Treasure	Leaderboard
Weather Effect	Day/Night Cycle
Shop Or Upgrade System	Random Event
Mini-Map	Combo System
Secret Area	Speedrun Timer

Rules

□ Your game must be Zelda-like: top-down exploration, challenges, resources, and a boss or final objective.

□ You may use ChatGPT, Gemini, Replit AI, or another AI for thinking and building.

□ Replit should build, debug, polish, and publish the game.

□ The game must have a title, instructions, score or progress, and a restart option.

□ Your game must connect to TRIO Upward Bound and the journey toward the future.

□ ChatGPT/Gemini should help you plan before Replit builds.

□ The game must be playable by another student.

□ Your team must be ready to explain what the player learns or feels.

Judging

Category	Points	What Judges Look For
Fun & Replayability	30	The game is enjoyable, quick to understand, and worth replaying.
Creativity	20	The team has an original take on the Future Realm, enemies, power-ups, or mechanics.
TRIO Theme	20	The game clearly connects to confidence, college readiness, leadership, resilience, mentorship, or overcoming obstacles.
Polish	15	The game has feedback, instructions, visual clarity, sound, effects, and a finished feel.
Technical Execution	10	The game runs, controls work, and major bugs do not block gameplay.
Presentation	5	The team explains the idea, controls, theme connection, and what they would add next.

Total: 100 points.

Arcade Playtest

When games are published, the room becomes an arcade.

Each team should have:

- Game title
- One-sentence pitch
- Replit link or QR code
- Controls
- What to judge

Players rotate, play, score, and move to the next station.

Think like a game designer. Prompt like a creative director. Build like a software studio.