

Hi Team,

I was bored yesterday and i wanted to see how affective chat gpt would be at programming CVBasic, so I started a chat, posted the source to Oscars Space Attack game and then asked for it to learn from the example and create it's own game. While the results weren't completely correct and it did copy the sound, errors were found in syntax, bitmap creation and some sprite display flaws amongst other things. I fixed them. You are welcome to review and freely modify the code. Please post here if you do, so we can see what you've done!

I present to you: Cosmic Courier by ChatGPT:

Cosmic Courier

Backstory

In the distant future, intergalactic trade relies on fearless couriers who brave asteroid fields and cosmic hazards to deliver vital packages across the galaxy. You are Zane Starrunner, the best courier in the Orion Sector. Your job is simple but dangerous—pick up and deliver packages to their destinations while avoiding rogue asteroids and space bandits that threaten your mission.

With only three lives, you must navigate treacherous terrain, dodge enemies, and complete as many deliveries as possible. The galaxy depends on you—can you handle the pressure of the Cosmic Courier Corps?

Rules

Objective: Pick up packages and deliver them to the designated drop-off points while avoiding asteroids. Earn points for each successful delivery.

Movement:

Use the joystick or directional controls to move Zane in four directions (left, right, up, down).

Deliveries:

A package will appear on the map. Move over it to pick it up.

Once picked up, take it to the drop-off location (marked as a box).

Successfully delivering a package increases your score. A new package and drop-off point will then be generated.

Enemies & Hazards:

Asteroids will move across the screen. If they collide with you, you lose a life. After losing all three lives, the game ends.

Game Over:

If all lives are lost, the game displays a "GAME OVER" message.
You can't play again, you are done, dying in space is permanent.
Try to beat your high score!