



THE FREE GUIDE

Build your first 3D game with AI

Type a few sentences, get a real 3D game you can play and share, like the worlds in our AI model tests. No coding and no experience. Five simple steps, explained like a friend would.

0

lines of code you need to know

5

simple steps, one at a time

15 min

to your first playable game

\$0

to start: the free plan works

Hey, start here

One minute of reading, then we build

You don't need to know how to code to make a game anymore. You tell the AI what you want in normal words. It writes the code. Your browser turns that code into a game you can play. In the next 15 minutes you'll do exactly that.

Your 5 steps

1

How it works
1 minute of reading

2

Get Claude
download and sign in, free

3

Your first game
one prompt, 15 minutes

4

Make it better
and fix what breaks

5

Share it
a link anyone can open

+

Bonus: a "wow" scene
like the AI model tests

\$

Bonus: the cheap way
DeepSeek and other Chinese models

How to read this guide

DO THIS

The important part. Don't skip it.

GOOD TO KNOW

Helps you understand. Worth a read.

OPTIONAL

Extra. Skip it if you're in a hurry.

Every dark box is text you copy into the AI. The **[green parts]** are where your own idea goes. Words in **green bold** are buttons you'll see on screen.

YOU JUST GOT THE FREE GUIDE · READ THIS FIRST

Two ways to make your game. **Pick the fast one.**

This free guide shows you how to make **one small game by hand**. **Game Studio** is the full version: Claude does all of it for you, and every tool, prompt and step is already included.

FREE · THIS GUIDE

You do it by hand

- One small game, from a blank page
- 7 prompts to copy and paste
- You play it and report every bug
- You save the files and publish by hand
- No studio team, no trailer

Good for a first try. Free, and yours: just turn the page.

GAME STUDIO · THE FULL VERSION

Claude makes **your games** for you

≈ **140** HOURS SAVED

- ✓ **Starts from 6 ready 3D games:** island, runner, shooter, racer, stacker, a cinematic scene
- ✓ **114 tested prompts** for every step
- ✓ **A real browser tests every change;** errors get fixed before you see them
- ✓ **14 departments:** producer, directors, designers, programmer, QA, release, marketing
- ✓ **Publishes to itch.io,** phone controls checked
- ✓ **Films a vertical trailer** from one sentence
- ✓ **41-page course** and a 30-day plan

\$39 ~~\$139~~

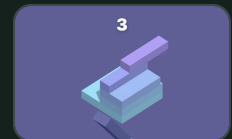
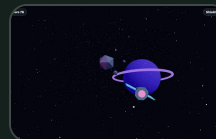
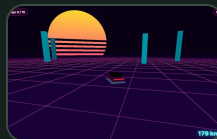
One payment, yours to keep

See inside

Get it now →

THE READY GAMES INSIDE

4 of the 6 ready 3D games you start from in Game Studio. Real screenshots: Claude changes them into your own game.



EVERYTHING INCLUDED IN GAME STUDIO

7 Claude skills

14 studio departments

6 ready 3D games

114 tested prompts

Browser tester

Trailer maker

itch.io packer

41-page course

30-day plan

STEP 1 OF 5

How it works

Before you type anything, here's what's actually happening. It's simpler than it looks.

1 MINUTE · JUST READING



1

You write a prompt

A prompt is just a message: a few plain sentences about your game.

2

The AI writes the code

The instructions a computer follows. You don't have to read them. Honestly.

3

Your browser plays it

Chrome, Safari or Edge draw the 3D world. You press Play. That's it.

GOOD TO KNOW · WHICH LANGUAGE?

The prompts in this guide ask the AI for **JavaScript with three.js**: it runs in any browser, nothing to install, the whole game is one file, and a link is all your friends need to play. It's what the AI tests in our videos use.

STEP 2 OF 5

Get Claude

Claude is the AI made by Anthropic. The free plan is enough for your first game.

5 MINUTES



1 Download the app

Go to **claude.com/download** and install it on your Mac or Windows computer. (Or just open **claude.ai** in your browser.)

2 Make your free account

Press **Continue with Google**, or type your email and open the link Claude sends you.

3 Open the Chat tab

The big box at the bottom is where every prompt in this guide goes. Your game will appear in a preview right next to the chat.

DO THIS · WHICH PLAN AND MODEL

Start free: Claude's free plan with the **Sonnet** model works for everything in this guide.

Want great-looking games? Claude **Pro** (\$20 a month) unlocks **Opus**, the model Anthropic recommends for serious coding. (Plans checked October 19, 2026 on claude.com/pricing. AGI Point isn't affiliated with Anthropic or OpenAI.)

GOOD TO KNOW · THE FULL PICTURE IS IN GAME STUDIO

Every plan and its limits, which model wins (Opus, Fable, GPT-6.1 Sol, Astra...), what a game really costs in time and money from real tests, and the settings that keep long builds running are all in Part 1 and 2 of the **Game Studio** course (last page).

OPTIONAL · CHATGPT OR A CHEAPER MODEL INSTEAD

Every prompt here also works in ChatGPT at **chatgpt.com**, and in DeepSeek and other Chinese models for a fraction of the price: see the second bonus at the end.

STEP 3 OF 5

Your first game

One prompt, one file, one playable game with a start screen, a score, a timer and a win screen. Fifteen minutes from now you'll be playing it.

15 MINUTES



What makes a prompt work

"Make me a cool game" leaves the AI guessing everything. A good prompt answers six questions, and it doesn't have to be long:

1 • Idea

Who you are, what you do. "An explorer collecting coins on an island."

2 • Goal

How you win and lose. "All 10 coins in 60 seconds."

3 • Controls

Which keys do what. "WASD to move, Space to jump."

4 • Screens

Score, timer, start screen, win and lose screens.

5 • Look

Colours, mood, camera. "Bright and friendly."

6 • Tech rules

One file, three.js, no image files, smooth.

Make a folder for your games

Mac: open Finder, go to **Documents**, press **Cmd** + **Shift** + **N** and type `my-games`. **Windows:** open File Explorer, go to **Documents**, right-click → **New** → **Folder**. Inside it, every game gets its own folder, like `my-games/coin-island`.

Paste this prompt

■ COPY THIS INTO CLAUDE

Make me a small 3D game I can play in my web browser.

The game: I'm a little explorer on a tropical island. 10 gold coins are scattered around. I have 60 seconds to collect all of them.

Rules for the code:

- Everything in ONE file called index.html: HTML, CSS and JavaScript together.
- Use three.js version 0.186.1 from cdnjs.cloudflare.com with an import map. No other libraries, no image or sound files: build every object from simple shapes and colours.
- Controls: WASD or the arrow keys to move, Space to jump. The camera follows the player from behind.
- On screen: the coins collected, the seconds left, and a short "how to play" line.
- A start screen with a Play button, and a win or lose screen with Play again.
- Bright, friendly colours, soft shadows, palm trees, rocks and waves on the sea. Smooth 60 frames per second.

When you're done, tell me in 3 short lines how to play and what I could add next.

Play it

1

Wait 1 to 5 minutes

The AI writes the code in front of you. Let it finish, even if it looks long.

2

Click inside the game, press Play

In Chat, the game appears in a panel next to the chat. Click inside it first so it "hears" your keys, then try **W**

A **S** **D** and **Space**.

3

Check the basics

Can you move? Do coins disappear when you touch them? Does the timer count down? Write down anything that's off: you'll fix it in Step 4.



What ours looked like. Yours will be a little different, and that's normal: the AI never writes exactly the same game twice.

Save it

DO THIS · SO YOUR GAME IS YOURS FOREVER

1 Download the file

At the top of the preview panel there's a download or copy button. Download and save it into `my-games/coin-island` as `index.html`.

2 No download button? Copy and paste

Copy the code into a plain text editor and save as `index.html`. **Mac:** TextEdit → **Format** → **Make Plain Text** first. **Windows:** Notepad, with **All files** as the type.

3 Double-click index.html

It opens in your browser and the game runs. You need internet the first time.

STEP 4 OF 5

Make it better, fix what breaks

Your first version is never your best. Game makers improve a game in lots of small rounds. With AI, each round takes a minute.

AS LONG AS YOU LIKE



DO THIS · THE GOLDEN RULE

One change at a time. Ask for one thing, play for 30 seconds, and save a new version if you like it (`index-v2.html`). If you ask for ten things at once and something breaks, nobody knows which change did it.

Tell it what's wrong, clearly

"It doesn't work" gives the AI nothing. Say three things: **what you did**, **what you expected**, **what happened**.

VAGUE

"The jumping is broken."

CLEAR

"When I press Space while walking, the explorer falls through the ground. I expected him to land on the grass."

■ BUG REPORT · COPY AND FILL IN

Something's wrong in the game.

What I did: `[the keys you pressed, or what you clicked]`

What I expected: `[what should happen]`

What happened: `[what you actually see]`

Find the cause, fix only that, and send me the full updated file.

Black screen? Ask the browser why

1

Open the console

With your game open in Chrome: **Mac** `Cmd` + `Option` + `J`, **Windows** `Ctrl` + `Shift` + `J`. A panel with lines of text opens.

2

Copy the red lines

Red means error. You don't need to understand them. Paste them to the AI: *"The game shows a black screen. The console says: [paste]. Fix it and send the full file."*

3 upgrades that make the biggest difference

UPGRADE	PASTE THIS
Sound	Add sound effects made with the Web Audio API, no sound files: a "bling" for coins, a "boing" for jumps, a short tune when I win.
Juice	Make picking up a coin feel great: a sparkle burst, the counter pops bigger for a moment, the camera shakes a tiny bit.
Phone	Make it playable on a phone: an on-screen joystick bottom left and a jump button bottom right, only on touch screens.

GOOD TO KNOW · 114 MORE IN GAME STUDIO

Enemies, levels, menus, power-ups, bosses, phone controls and fixes: the Game Studio library has 114 tested prompts, and Claude tests every change in a real browser for you.

GOOD TO KNOW · KEEP IT IN ONE CHAT

Do all the changes for one game in the same chat: the AI remembers the whole game. When a chat gets very long and it starts forgetting, open a new chat, attach your latest `index.html` and say *"This is my game. Keep everything that works. Next change: ..."*

SHORTCUT · GAME STUDIO

Tired of fixing bugs by hand?

In Game Studio a real browser plays every change and Claude fixes the errors before you see them. You start from 6 ready 3D games.

≈140 h
SAVED FOR YOU

Get it • \$39 →

STEP 5 OF 5

Share it with the world

A game nobody plays is a sketch. In one minute your file becomes a link anyone can open, on a computer or a phone.

5 MINUTES



A free link in 60 seconds

1

Open app.netlify.com/drop

A page with a big box that says "drag and drop".

2

Drag your game folder onto it

The folder with `index.html` inside, like `my-games/coin-island`.

3

Copy your link

You get an address like `something.netlify.app`. Open it, play, send it to a friend. A free Netlify account keeps it online and lets you rename it.

DO THIS · TEST IT ON YOUR PHONE

Open your link on your phone. If you only have keyboard controls, use the "Phone" upgrade from Step 4, drag the folder onto Netlify again, and now anyone can play anywhere. Then record 15 seconds of gameplay and post it: "I built this game with one prompt" is a video people love to share.

BONUS

"Wow" scenes like in the AI tests

The model tests in our videos are one prompt, one try, and the most beautiful 3D world the AI can make. Here's the recipe.

20 MINUTES**Subject**

The place, with 3 to 5 details.
"Floating islands with houses and a waterfall."

Mood

Time of day, colours, style. "Sunset, pastel, low-poly."

Motion

What moves. "Lanterns float up, birds circle."

Camera

"A slow cinematic orbit," or "I can fly with WASD."

Rules

One HTML file, three.js 0.186.1 from cdnjs, no files.

Quality bar

"Plan it in 5 bullet points first, then build it."

■ THE SKY ISLANDS PROMPT · FROM OUR COVER

Build a beautiful 3D scene in a single HTML file: **floating sky islands at sunset**. One big island in the middle with three small houses with glowing windows, round low-poly trees and a waterfall pouring off its edge. Six smaller islands float around it at different heights.

Mood: **a pastel sky from purple to pink and gold, a big soft sun, warm light. Low-poly, cozy.**

Motion: **the islands bob gently, glowing lanterns drift upward, birds circle, the waterfall flows.**

Camera: **a slow cinematic orbit around the big island.**

Rules: **three.js 0.186.1 from cdnjs.cloudflare.com with an import map, no other libraries and no image files.**

Write a short plan in 5 bullet points first, then build it like a polished indie game trailer.

More scenes like Paris in 1996, a bursting dam and the solar system, plus how to run your own model comparison, are in Game Studio.

SHORTCUT · GAME STUDIO

Want scenes like this every time?

Game Studio has 114 tested prompts, 14 studio departments and a trailer maker that films your game for Reels and TikTok.

≈140 h
SAVED FOR YOU

Get it · \$39 →

BONUS 2

The cheap way: DeepSeek and friends

Chinese AI models write browser games for pennies. In our Paris 1996 test the same prompt cost **\$73.80** with Claude Opus 5.5 and **\$0.34** with DeepSeek V4.1 Flash. Here's how to use them.

10 MINUTES



Way 1: free, nothing to install

1

Open chat.deepseek.com

Or the DeepSeek app on your phone. Sign in with your email: the web chat is free.

2

Paste the Coin Island prompt from Step 3

The same prompt works. DeepSeek writes the whole `index.html` in the chat.

3

Copy, save, play

Copy the code, save it as `index.html` in `my-games/coin-island` (Step 3, "Save it"), double-click it. Fix things with the same bug report from Step 4.

GOOD TO KNOW · OTHER FREE CHINESE CHATS

Qwen (chat.qwen.ai), **Kimi** (kimi.com), **GLM** (chat.z.ai) and **MiniMax** (agent.minimax.io) work the same way: paste the prompt, save the file. Try two on the same prompt and keep the better game.

Way 2: DeepSeek inside Claude Code, for real projects

Claude Code (Anthropic's coding app for the terminal) can run on DeepSeek's servers instead of Claude's: DeepSeek's own docs show how. Claude Code then builds and saves the game files in your folder, and you pay DeepSeek per use instead of a monthly plan.

1

Get a DeepSeek API key

On platform.deepseek.com: sign up, top up a few dollars, then **API Keys** → **Create**. Keep the key private.

2

Install Claude Code

Install Node.js (nodejs.org), then in Terminal (Mac) or PowerShell (Windows) type `npm install -g @anthropic-ai/claude-code`.

3

Point it at DeepSeek

In the same window paste these lines with your key (Windows: use `$env:NAME="value"` instead of `export`), then go to your game folder and type `claude`:

■ MAC · PASTE IN TERMINAL (SHORT VERSION OF DEEPSEEK'S SETUP)

```
export ANTHROPIC_BASE_URL=https://api.deepseek.com/anthropic
export ANTHROPIC_AUTH_TOKEN=your DeepSeek API key
export ANTHROPIC_MODEL=deepseek-flash
export ANTHROPIC_DEFAULT_HAIKU_MODEL=deepseek-flash
cd ~/Documents/my-games
claude
```

DEEPSEEK V4.1 FLASH (deepseek-flash)

PRICE PER 1 MILLION TOKENS

Input

\$0.30, or **\$0.15** off-peak

Output (the code it writes)

\$1.20, or **\$0.60** off-peak

From DeepSeek's pricing page, October 19, 2026. Off-peak is half price: weekends, and weekdays outside 01:00–04:00 and 06:00–10:00 UTC. A small browser game usually costs cents.

DO THIS · KNOW THE TRADE-OFF

Cheap models are great for simple browser games and quick experiments. For the most polished games and long projects, Claude Opus still builds noticeably better, which is what the price difference pays for. Your prompts and code go to the model's servers: never paste passwords or private data.

Build Coin Island tonight and share the link. Every day we put the newest AI models head to head on the same prompt: follow [@agi_point](#) on Instagram and [AGI Point](#) on YouTube, and grab the free [reel guide](#) too.



THE FULL VERSION · GAME STUDIO

YOU MADE ONE GAME BY HAND · NOW MAKE THEM FOR REAL

Get Game Studio and Claude makes your games for you.

Everything is included: **7 Claude skills**, a studio team of **14 departments**, **6 ready 3D games**, **114 tested prompts** and a **41-page course**. You say what you want. Claude builds it, tests it, publishes it and films the trailer.

7 → **114**

tested prompts

0 → **6**

ready 3D games to start from

0 → **14**

studio departments

≈140 h

saved for you

	THIS FREE GUIDE	GAME STUDIO
Who does the work	You copy prompts, save files, hunt bugs	✓ Claude builds, tests and publishes in your folder
You start from	A blank page	✓ 6 tested, playable 3D games
Studio team	<i>Not included</i>	✓ 14 departments, from producer to marketing
Claude skills	<i>Not included</i>	✓ 7 skills: team, idea, build, polish, test, publish, trailer
Testing	You play it and report bugs	✓ A real browser plays it; errors fixed before you see them
Plans and models	Start free or Pro	✓ Every plan, real costs and times, all settings
Prompts	7	✓ 114 tested prompts for every step
Publishing	A free Netlify link	✓ itch.io pack, page text, phone controls checked
Trailer	<i>Not included</i>	✓ A vertical 1080×1920 trailer from one sentence
Course	This guide	✓ 41-page course and a 30-day plan

WHERE THE ≈140 HOURS COME FROM

our estimate for a beginner, not a promise

6 polished 3D games with phone controls, sound and best scores		60 h
14 studio departments and 7 Claude skills, written and tested		25 h
Browser tester, trailer recorder and itch.io packer		15 h
114 prompts, tried one by one		15 h
Learning the workflow: setup, building, testing, publishing		15 h
Research: plans, models, real costs, settings		10 h

\$39 ~~\$139~~

SAVE \$100

One payment, yours to keep · instant download

Get Game Studio now →

See everything inside

Get it now opens a secure Stripe checkout. Questions: info@agi-point.com



ALL OUR STUDIOS · ONE PAYMENT, YOURS TO KEEP

Get a studio and let Claude do everything for you.

Every studio includes **everything**: the Claude skills, the studio team, ready examples, tested prompts and a course that walks you through every click. You say what you want, Claude does the work, and you save weeks.



agi point

• GAME STUDIO FOR CLAUDE

Make your first game today.

A whole game studio inside Claude. 14 departments build, test, publish and film your game.

14 DEPARTMENTS 6 GAMES 114 PROMPTS 41-PAGE COURSE

BEST NEXT STEP **Game Studio for Claude**

≈140 HOURS SAVED

Say the game you want. Claude's studio builds it, tests it in a real browser, publishes it and films the trailer.

- 14 studio departments and 6 ready 3D games
- 114 tested prompts and a trailer maker
- A 41-page course and a 30-day plan

\$39 ~~\$139~~

[See inside](#) [Get it now →](#)



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• AAA STUDIO FOR CLAUDE

Build your AAA game.

The full pro package. Unreal and Unity with Claude, plus sound, voice, music, animations, a 4K trailer and a Steam launch.

UNREAL + UNITY SOUND & MUSIC 4K TRAILER STEAM LAUNCH

PRO **AAA Studio for Claude**

≈220 HOURS SAVED

Claude builds your game inside a real engine, with sound, music, a trailer and your Steam page.

- Claude inside Unreal Engine 5.8 and Unity 6
- Sound design, voice, music, animations, a 4K trailer
- 19 departments, 125 prompts, a Steam launch

\$79 ~~\$299~~

[See inside](#) [Get it now →](#)



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• REEL STUDIO FOR CLAUDE

Post viral reels without editing.

Type one idea. Claude researches, writes, voices, edits and checks a ready-to-post reel. You approve.

7 SKILLS VIDEO ENGINE 34 SOUNDS 50 HOOKS

BESTSELLER **Reel Studio for Claude**

≈50 HOURS SAVED

Type one idea. Claude researches, writes, voices, edits and checks every frame. You approve and post.

- 7 Claude skills and a video engine: one idea in, a finished reel out
- 34 sound effects and 50 viral hooks
- A 26-page course that shows every click

\$29 ~~\$109~~

[See inside](#) [Get it now →](#)

Get it now opens a secure Stripe checkout. Instant download after payment. Questions: info@agi-point.com