

Forum:[Hack Forums](#)

Thread: [/Dev/Null:Ports Game](#)

Omniscient - October 17, 2026, 9:34 am

Should I fix it or ditch it?

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It had so many bugs I finally just removed it. But with AI, I'm sure I can fix them all and get the game functioning again.

Is it worth it? I can likely get it done in 1-2 days.

Prawnster - October 17, 2026, 9:40 am

I'd say vibecode it up, get it all nice n working and then add an award goal maybe to drive people to play it :D

EDIT: OR use that time to add more to the hack game since there's an existing award goal for that maybe?

Omniscient - October 17, 2026, 9:51 am

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DNP can get fixed in a day or two. I'd just hate to shelve the project after having some real fun building it. I remember sitting with Xerotic in my dining room coming up with the concept.

It was always on the buggy-side so we really never got around to the best parts of it, which were like tournaments, award goals, and other integrations. I wanted all that but with the bugs it just didn't seem like a good idea. Then Xerotic quit and well, I don't have the JS skills to fix. Lucky for me my \$20 per month AI Agent is the best employee I've ever had.

Omniscient - October 17, 2026, 9:54 am

Oh, I got distracted and never got to my point about your question on the Hack Game.

I just wanted to say that I'm rebuilding many parts of HF. Some of them from scratch. They are being improved, fixed, and expanded.

I expect to review Hack Game soon enough.

Prawnster - October 17, 2026, 10:12 am

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Do it mate, definitely, especially if you enjoyed it, it has the sentimental value.

Also, only \$20/pm subscription? Gotta bump those numbers up! Get the \$200/pm one and run multiple sessions all working on different features and you just manage them from a top level ;)

Omniscient - October 17, 2026, 10:28 am

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And AI currently has almost no access to HF files and DB. I feed it what it needs. It provides me all the code instructions. By doing it that way, I make sure I'm aware of what it's doing. I prefer to guide AI, not allow it to take over my development. The mistake I made with Xerotic was allowing him to make changes to HF without my full understanding of what they were. It made me lose touch with the code. Not making that mistake again.

Prawnster - October 17, 2026, 10:36 am

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Yeah that makes sense and tbf that way you use a whole lot less tokens etc which is nice, means the \$20 sub will go a lot further than just running up a Codex prompt or something.

Omniscient - October 17, 2026, 10:59 am

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I have API I'm using for bug fixing var and error php errors. I may eventually do more agent incorporation but for now, this is what I prefer. Baby steps.

I can't afford to allow HF to get beyond my control nor for the site to break because AI goofed. Progress right now is amazing imho. I'm banging out 3-5 important features a week. Today for example I'm fixing HTML validation on a bunch of pages. This helps SEO and ensures more accurate page display. I also added Plisio to all 6 of HF's order pages.

Just banging out what I can.

Prawnster - October 17, 2026, 11:01 am

(Oct 17, 2026 10:59 AM)Omniscient Wrote: [\[CITE\]](#) I have API I'm using for bug fixing var and error php errors. I may eventually do more agent incorporation but for now, this is what I prefer. Baby steps.

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For sure! AI speeds up development a lot and makes everything a lot easier imo.

Means you can just use your brain power on the important stuff instead of spending ages thinking up "how" to incorporate stuff.

Jamika - October 18, 2026, 7:32 am

(Oct 17, 2026 09:34 AM)Omniscient Wrote: [\[CITE\]](#) Should I fix it or ditch it?

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I don't think anyone plays it anymore except maybe Demon... He plays every game on here, even Hungry Snake. ?

Omniscient - October 18, 2026, 9:11 am

(Oct 18, 2026 07:32 AM)Jamika Wrote: [\[CITE\]](#) I don't think anyone plays it anymore except maybe Demon... He plays every game on here, even Hungry Snake. ?

The game is offline and has been for a while. That page is there but you can't start a game.

clark.dll - October 19, 2026, 12:58 pm

I don't think anyone is interested in it and given your workload, I'd say skip.

Omniscient - October 19, 2026, 12:59 pm

(Oct 19, 2026 12:58 PM)clark.dll Wrote: [\[CITE\]](#) I don't think anyone is interested in it and given your workload, I'd say skip.

I'll shelve the work for now. Try to get back to it later.