

MAKE YOUR FIRST AI BROWSER GAME

The Alien Grab quick-start guide

A simple idea, a clear prompt, then a little playtesting. Here is the workflow we used to bring a 2011 game idea back to life with Astra and Higgsfield.



1. Get ready

We used Astra with a connected Higgsfield integration that exposed Website Builder game tools. You will need access to those tools and a Higgsfield account; availability and credits depend on your setup. Ask your assistant to confirm access before starting. This is a chat-led workflow, not a guide to a button on the Higgsfield website.

2. Keep your first game small

Pick one character, one level and one clear goal. For us: fly a UFO, collect animals in order, beat the timer. Get that working before adding extra worlds.

Our tools: Website Builder for the playable game; Nano Banana 2 for game artwork. The optional Wicked Mule intro was a separate Seedance 2.5 video.

BUILD IT. THEN PLAY IT.

3. Paste your starting brief

Replace the game name below. These are simplified reusable prompts based on our project, not a verbatim transcript. All four are also included in `Copy_and_Paste_Prompts.txt`.

Build a single-player 2D browser game called [YOUR GAME NAME] using the connected Higgsfield Website Builder. The player controls a UFO moving left and right, collecting six animals in a specified order within 75 seconds. Start with one farm level and cows, sheep and pigs. Show the next three animals as pictures: green for NOW, amber for NEXT and red for AFTER. Award 250 points for a correct collection. Deduct 100 for a wrong one, without going below zero, and release that animal so the level can still be completed. Put a movement joystick on the right and a hold-to-use tractor-beam button on the left. Support keyboard arrows and Space too. Include a start screen, timer, score, restart and a clear win/lose screen. Make it work on desktop and mobile. Build and test a simple playable version first, then give me the live link. Tell me if the required builder tools are unavailable.

4. Give it a visual direction

Attach the included Alien Grab concept board as a reference, or use your own artwork. Ask for a concept board first, then approve the look.

Create a concept board for my cartoon UFO collection game. Use chunky outlines, expressive farm animals, a green alien pilot, a wide landscape and a clear side view. Keep the UFO, animals and background visually distinct. Show a main gameplay scene and a few character examples. Use my attached reference for the general visual direction, while giving my game its own identity.

Once you like the artwork, ask:

Use the approved visual style to create separate game-ready backgrounds, character sprites and HUD icons. Prepare the character backgrounds for use in the game, integrate the artwork, and keep the controls and targets easy to read.

The included board is a visual reference, not a ready-to-use sprite sheet or a complete game project. Generating a picture alone does not build the game.

MAKE IT FEEL GOOD

5. Play it and ask for specific changes

Refine the existing game. Make the landscape wider and spread the animals further apart. When collected correctly, animals must rise into the tractor beam, shrink and disappear inside the spacecraft. Add a feeling of speed when flying left to right. Keep the controls visible and make sure I can move and hold the beam at the same time. Test the changes before updating the live game.

Quick playtest

Can you move and use the beam together? Does a correct animal disappear into the UFO? Does a wrong grab leave the round playable? Do the target pictures update? Can you finish, restart and play on your phone?

6. Add one extra level when it works

Add a second selectable world called Snow Land. Use penguins, polar bears and white arctic foxes. Include six animals in total, two of each species, and shuffle the target order each round. Keep the green NOW, amber NEXT and red AFTER picture queue. Keep both worlds available from a level selector. Preserve the working controls and test that every round can be completed.

Share your game

Ask your assistant to test the finished version, update the hosted game and give you its live link. Open that link on your phone and computer before sharing it. Keep a copy of your prompts so you can refine the game later.

Try ours and explore the tools

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