

Build Games + Interactive Websites

What you need: ChatGPT + the Higgsfield plugin. You use them together inside one ChatGPT conversation.

HIGGSFIELD AI

USE HIGGSFIELD INSIDE CHATGPT

First open ChatGPT. Then add and select the Higgsfield plugin before sending your build prompt.

ADD HIGGSFIELD TO CHATGPT



DUSTRAIL

A complete four-level Wild West browser game with movement, combat, bosses, music and mobile controls.



THE CANINE ATLAS

A German Shepherd anatomy explorer with 419 parts, categories, zoom, descriptions and a smooth exploded view.

THE SIMPLE IDEA

ChatGPT is where you write the request and continue the project. The Higgsfield plugin works inside that chat to help shape the creative direction. Keep using the same ChatGPT conversation while the assistant builds, tests and improves the result.

BEST AI TOOLS I USE DAILY

ALL MY SOCIALS

Use ChatGPT + the Higgsfield plugin

You need both. ChatGPT is the workspace; Higgsfield is the plugin you select inside the chat.

1 OPEN CHATGPT

Sign in to ChatGPT and start a new conversation for your website or game.

2 ADD THE HIGGSFIELD PLUGIN

Use the green link on page 1, connect Higgsfield to ChatGPT, and sign in when asked.

3 SELECT HIGGSFIELD IN THE CHAT

In the ChatGPT message box, choose Higgsfield from the tools menu or type @Higgsfield.

4 ATTACH REFERENCES + DETAILS

Add screenshots, a video or links. Explain the result, features, style, movement and controls.

5 ASK CHATGPT TO BUILD IT

Send your full prompt with Higgsfield selected. Ask for the complete working version, tests and a live link.

6 KEEP USING THE SAME CHAT

Open the result and tell ChatGPT what to improve. Keep Higgsfield selected for creative revisions.

WHAT HIGGSFIELD DID IN THESE PROJECTS

ChatGPT held the conversation, instructions and review rounds. The selected Higgsfield plugin helped translate references and creative intent into a usable direction. The assistant then used supporting tools for coding, 3D rendering, testing and publishing.

Remember: do every step in ChatGPT. Higgsfield is selected inside ChatGPT; it is not a separate place where you build the whole website or game.

DUSTRAIL: brief to playable game

The first prompt established the world and feel. A second instruction turned that brief into a complete online game.



[PLAY THE FINISHED GAME](#)

THE BRIEF INCLUDED

Wild West desert and train theme; a cowboy with a Russian-style revolver; four levels; moving clouds; detailed backgrounds; matching enemies; coins; bosses; responsive jumping and landing; colorful NES-style art.

THE BUILD INSTRUCTION

In ChatGPT, select the Higgsfield plugin. Use it for original visual references, then build the complete browser game, integrate the artwork, add controls and sound, test every level, fix errors, and publish it online.

WHY THIS WORKED

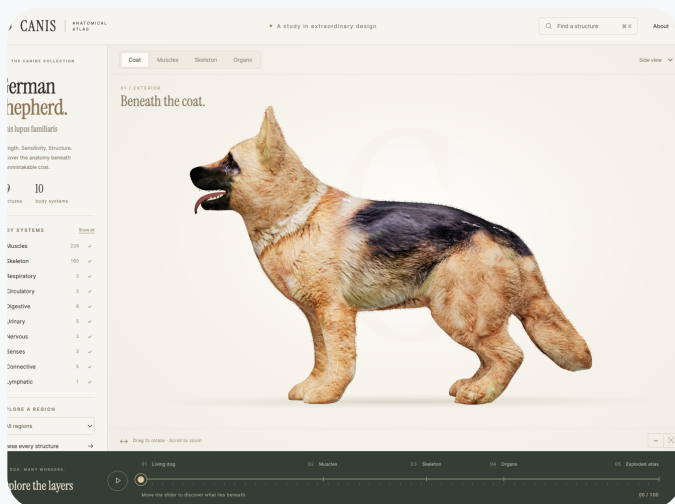
The request described the player's experience, not only the look. It covered movement, combat, levels, atmosphere, feedback and the final delivery. Higgsfield artwork was treated as source material, then cleaned and integrated into the game.

BEGINNER TIP

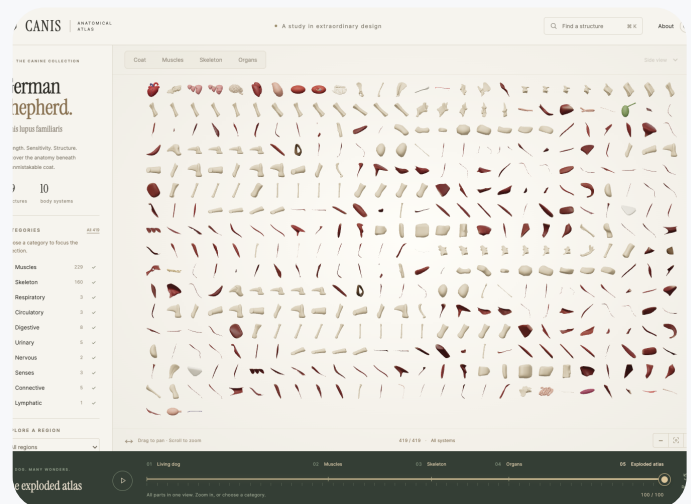
After the creative brief is ready, write the words: Build the complete playable version and give me the live link. This makes the deliverable unambiguous.

German Shepherd anatomy explorer

A reference video supplied the interaction idea. Several precise review rounds raised the result from a draft to a detailed 419-part atlas.



1. COMPLETE DOG



2. EXPLODED ATLAS

01 REFERENCE

Attached a 38-second anatomy video and the original post. Asked for the same type of experience, focused only on a German Shepherd.

02 BUILD

Inside ChatGPT, selected the Higgsfield plugin and used its website workflow. Supporting 3D web tools created the dog, anatomy layers, labels and descriptions.

03 IMPROVE

Asked for realistic fur and eyes, more believable anatomy, all 419 parts, category filters, deeper zoom and smoother movement.

04 VERIFY

Checked the full dog, the reveal, the exploded atlas, selected parts, desktop and mobile layouts before publishing.

The strongest revisions were specific: make the eyes natural, show every part, add categories, allow closer zoom, and smooth the reveal animation.

Master prompt for your next build

Open ChatGPT, select the Higgsfield plugin, attach your references, replace the brackets, and send this prompt.

MASTER BUILD PROMPT

[@Higgsfield] Use the website-builder workflow to create a complete [browser game / interactive website] about [topic]. The final experience should let people [main actions]. Use my attached [video / screenshots / links] as references for [motion, layout or visual style].

Must include:

- [main visual style and mood]
- [sections, levels or categories]
- [controls and interactions]
- [animation and movement details]
- [mobile and desktop behavior]

Research any missing details. Choose the best supporting tools, build the complete working version, test the main user journey, fix visual and interaction problems, and publish it. Give me the live link when it is ready.

USE THESE FOR REVIEW ROUNDS

- 1 Make [specific object] look more realistic. Keep the rest of the design consistent.
- 2 Add [exact feature or number]. Make it easy to find and use on desktop and mobile.
- 3 The [animation] feels stiff. Add smoother timing, better spacing and more natural movement.
- 4 Zoom closer to [part]. Keep labels readable and let me return to the full view.
- 5 Test the entire experience, fix anything broken, and update the live version.

START WITH HIGGSFIELD

DUSTRAIL game prompt

Copy this page and the next page into one ChatGPT message with the Higgsfield plugin selected.

PART 1 OF 2 - COPY EVERYTHING

[@Higgsfield] Use the website-builder workflow inside ChatGPT. Act as a senior browser-game designer, pixel artist, gameplay programmer, audio designer and QA lead. Build a complete original game called DUSTRAIL: Sunset Outlaw. It must be a finished, playable browser game with four full levels, not a concept image or a static mockup.

CREATIVE DIRECTION

Create an original Wild West action platformer with the responsiveness and readable visual language of a premium NES-era game. Use colorful pixel art, strong silhouettes and modern smoothness while keeping the low-resolution console feel. The world should include frontier towns, desert trails, painted canyons, abandoned mines and a moving train. Use different times of day and atmosphere: clear blue morning, hot afternoon, deep mine darkness and a dramatic orange-red sunset finale. Add layered backgrounds, subtle parallax and slowly moving clouds. Keep distant scenery lower contrast than characters and platforms.

PLAYER CHARACTER

The hero is a memorable cowboy with a wide hat, neckerchief, boots and a Smith & Wesson Russian-style revolver. Create readable pixel-animation states for idle, run, jump, fall, soft landing, hard landing, crouch, aim, fire, reload, roll, damage, climb and victory. The character must feel alive, not stiff. Use anticipation before jumps, a clear airborne pose, a small squash on landing and quick recovery. Keep the character silhouette readable against every background.

MOVEMENT AND PHYSICS

Make movement responsive and satisfying. Include smooth acceleration and deceleration, variable jump height, coyote time, jump buffering, controlled air movement and reliable collision. Landing should have weight without delaying the player. Add rolling or dodging with a short cooldown. Prevent wall clipping, floor sinking, stuck states and accidental double jumps. Keep physics consistent at different frame rates.

COMBAT AND COLLECTIBLES

The revolver has six chambers. Let the player aim, shoot, reload and see remaining bullets clearly. Shots need a muzzle flash, recoil, impact effect and short sound. Enemies should telegraph attacks and react visibly when hit. Add coins, sheriff badges, ammunition and hidden rewards. Coins should animate, make a satisfying sound and update the HUD instantly. Place checkpoints before difficult sections and bosses.

CORE INTERFACE

Create a strong title screen with the DUSTRAIL logo, a short story hook and a clear SADDLE UP button. Show health, ammunition, coins and current chapter during play. Include pause, restart, sound toggle, fullscreen and continue-from-save. Provide keyboard controls and large touch controls for phones. Explain controls simply on the first screen. Save progress locally so a player can continue after refreshing.

DUSTRAIL game prompt - continued

Paste this directly after part 1 in the same ChatGPT message.

PART 2 OF 2 - COPY EVERYTHING

CONTINUE THE SAME DUSTRAIL BUILD PROMPT:

FOUR COMPLETE LEVELS

1. COPPER CREEK: Begin in a lively frontier town. Use rooftops, saloons, water towers, crates, signs and moving clouds. Enemies include bandits, rooftop shooters and a fast outlaw boss. Teach movement, coins, shooting and reloading safely before the first real fight.
2. PAINTED CANYON: Move through colorful desert cliffs, rope bridges, cacti, falling rocks and narrow ledges. Add vultures, snakes, dynamite throwers and a mounted or armored boss. Increase vertical movement and reward exploration.
3. BLACK LANTERN MINE: Create a darker level with lantern light, mine carts, ladders, breakable supports, moving lifts and dangerous pits. Enemies include miners, bats and explosive hazards. End with a heavy mine boss whose attacks have clear warning animations.
4. SUNDOWN EXPRESS: Finish on and inside a moving train at sunset. Use scrolling desert scenery, wind, smoke, roof gaps and connected train cars. Include guards, turrets or thrown explosives. The final boss should feel cinematic but remain fair. End with a satisfying victory scene.

ENEMIES AND LEVEL DESIGN

Give every enemy a distinct silhouette, movement pattern and attack cue. Design platforms around visible surfaces so collision matches the artwork. Include optional routes, secrets and carefully placed coins. Difficulty should rise steadily without unfair blind jumps. Make every level beatable with normal health and ammunition. Avoid empty walking sections and repeated room layouts.

VISUAL AND AUDIO POLISH

Use Higgsfield to develop original visual references for the hero, enemies, backgrounds and mood. Treat generated visuals as source material: clean them up, make the pixel scale consistent and integrate them into the game. Do not copy protected game characters or maps. Add original chiptune-style music for each chapter and short sound effects for jump, land, coin, gunshot, reload, damage, checkpoint, boss defeat and victory. Include sound controls and start audio only after user interaction.

TECHNICAL QUALITY

Build the game with fast-loading web technology suitable for desktop and mobile browsers. Use a fixed game simulation with smooth rendering. Scale the game cleanly without blurry or uneven pixels. Prevent page scrolling while playing on touch devices. Support portrait setup screens and recommend landscape play. Make buttons accessible, keep text readable and avoid horizontal overflow.

TESTING AND DELIVERY

Do not stop after making the first scene. Play-test all four levels from start to finish. Test running, short and long jumps, landing, shooting, reloading, enemy damage, coins, checkpoints, pause, restart, save/continue, sound, fullscreen and the ending. Fix console errors, collision failures and impossible jumps. Test desktop plus common phone sizes. Build the final production version and publish it online. Give me the live playable URL and keep the editable source files organized.

Before finishing, visually inspect the title screen and gameplay from every chapter. If the artwork, movement or interface looks rough, improve it and test again. The final result should feel like a complete small commercial-quality browser game.

German Shepherd website prompt

Copy this page and the next page into one ChatGPT message with the Higgsfield plugin selected.

PART 1 OF 2 - COPY EVERYTHING

[@Higgsfield] Use the website-builder workflow inside ChatGPT. Act as a senior interactive-web designer, Three.js developer, 3D artist, motion designer and QA lead. Build a complete interactive German Shepherd anatomy website inspired by my attached reference video and links. Recreate the quality, pacing and interaction idea, but make the subject only a German Shepherd. Do not merely describe the site: build it, test it and publish it.

REFERENCE USE

First inspect the attached video, screenshots and links. Identify the composition, camera movement, line-wipe reveal, sequence of layers, exploded view, labels and overall editorial feeling. Use those ideas as direction without copying branding or protected assets. Research credible canine anatomy references for naming and relative placement. Clearly treat the visual model as an educational illustration unless it has been medically validated.

VISUAL DIRECTION

Create an elegant museum-atlas interface on a warm off-white background with dark forest-green controls, restrained gold details, fine lines and editorial typography. The site should feel premium, calm and highly detailed. Begin with a believable full-body German Shepherd standing in profile. It must read immediately as a normal dog, with realistic black-and-tan coat pattern, layered fur, natural ears, paws, muzzle and tail. Make the eyes natural brown with dark pupils, subtle wet highlights and no white empty sockets or glowing appearance.

3D MODEL AND LAYERS

Use the best suitable combination of Three.js, WebGL, Blender-prepared geometry or other supporting tools. Build the dog as coordinated layers that occupy the same body pose: outer coat and skin, muscles, skeleton, internal organs and individual anatomy parts. Preserve alignment as the layers reveal. Use realistic material variation: warm bone, deep red muscle, softer organ colors and natural fur. Avoid glossy plastic surfaces, crude primitive shapes and human anatomy substituted for canine anatomy.

REVEAL EXPERIENCE

Create a smooth horizontal line-swipe animation that travels across the dog and reveals what is beneath the coat. The wipe needs a fine highlighted edge, subtle glow and detailed motion. It should progress through clear stages: 01 Living Dog, 02 Muscles, 03 Skeleton, 04 Organs and 05 Exploded Atlas. Use smooth easing, small staggered movements and a gradual camera pullback. Let users drag the timeline in both directions, play, pause, replay and reset. Reversing the timeline must smoothly rebuild the complete dog.

CAMERA AND CONTROL

Allow drag to rotate or pan where appropriate, scroll or pinch to zoom, and simple controls to return to the full animal. Zoom should be deep enough to inspect small structures. Movement must remain smooth and predictable. Prevent the camera from jumping when a part is selected or returned.

German Shepherd prompt - continued

Paste this directly after part 1 in the same ChatGPT message.

PART 2 OF 2 - COPY EVERYTHING

CONTINUE THE SAME GERMAN SHEPHERD ANATOMY PROMPT:

419-PART EXPLODED ATLAS

The final exploded view must show all 419 named structures together in one zoomable and pannable collection. Arrange the pieces cleanly with useful spacing and no random overlaps. Keep each part visually tied to its anatomical category. Labels may simplify at the distant overview, but they must become readable when the user zooms or hovers.

CATEGORIES AND NAVIGATION

Add a fixed sidebar with an All 419 option plus ten categories: Muscular, Skeletal, Respiratory, Circulatory, Digestive, Urinary, Nervous, Sensory, Connective and Lymphatic. Show the number of parts in each category. Clicking a category should focus and filter the visible structures. Support combining categories with Shift or Command/Control where practical. Also include body-region filtering and a search field for finding a named structure.

PART DETAILS

Every selectable structure needs a clear English name, category and short beginner-friendly description of what it is, where it sits and what it does. Selecting a part should highlight or isolate it, move the camera closer and open a readable description panel. Include important structures such as the heart, brain, lungs, liver, stomach, kidneys, skull, ribs, pelvis, major limb bones, vertebrae and major muscle groups. Let users close the detail and return to the same atlas position.

INTERFACE DETAILS

Show the dog name, scientific name, a short introduction, the total number of structures and body systems. Add clear category dots or icons, current-stage text, timeline progress and zoom controls. Use large enough touch targets and visible keyboard focus. Keep the interface uncluttered even with hundreds of parts. Tooltips and labels must never cover important controls.

PERFORMANCE AND RESPONSIVE DESIGN

Optimize geometry, materials and animation so the site feels smooth on a normal laptop and remains usable on phones and tablets. Avoid rebuilding objects every frame. Reuse calculations where possible, load efficiently and show a calm loading state. Adapt the sidebar and detail panel for narrow screens. Test portrait and landscape layouts, touch pinch zoom, dragging, category selection and timeline scrubbing. Prevent horizontal page overflow.

QUALITY CHECKS

Visually inspect the complete dog, face and eyes at close range. Inspect muscles, skeleton, organs, the transition edge, the full 419-part atlas, several isolated small parts and the return to the full coat. Confirm that all 419 structures are present and uniquely selectable, all ten category counts add up correctly, search works and descriptions display. Check that the reveal can move forward and backward without popping, flicker or camera jumps. Fix browser errors and broken shaders.

DELIVERY

Build a production version and publish it online. Give me the live URL. Keep source files and verification notes organized. The final experience should feel like a premium interactive canine atlas: a believable living German Shepherd first, then a smooth anatomical reveal, then a detailed explorable collection of all 419 parts.