



Vibe coding: est-ce que l'IA est bonne à programmer du Go ?

David Aparicio

Meetup Go
Lundi 16 Juin 2025, 18h30



@dadideo

David Aparicio

15/ DD INSA de Lyon / UNICAMP (Brésil)

Facebook Open Academy / MIT AppInventor

17/ Dev(Sec)Ops @ AMADEUS (Nice, 2 ans)

19/ Data(Sec)Ops @ OVHcloud (Lyon, 5 ans)

24/ Senior Dev(Sec)Ops @ Sopht (Lyon, 7 mois)





Disclaimer: Attention, l'IA évolue: Mon ReX est sur Claude 3.7 Sonnet



Agenda

Introduction

Demo

Avantages / Inconvénients

Quelques exemples

Conclusion



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Introduction



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Vibe coding

x.com/karpathy/status/1886192184808149383

← **Post**

 **Andrej Karpathy** ✓
@karpathy

There's a new kind of coding I call "vibe coding", where you fully give in to the vibes, embrace exponentials, and forget that the code even exists. It's possible because the LLMs (e.g. Cursor Composer w Sonnet) are getting too good. Also I just talk to Composer with SuperWhisper so I barely even touch the keyboard. I ask for the dumbest things like "decrease the padding on the sidebar by half" because I'm too lazy to find it. I "Accept All" always, I don't read the diffs anymore. When I get error messages I just copy paste them in with no comment, usually that fixes it. The code grows beyond my usual comprehension, I'd have to really read through it for a while. Sometimes the LLMs can't fix a bug so I just work around it or ask for random changes until it goes away. It's not too bad for throwaway weekend projects, but still quite amusing. I'm building a project or webapp, but it's not really coding - I just see stuff, say stuff, run stuff, and copy paste stuff, and it mostly works.

12:17 AM · Feb 3, 2025 · 5M Views

1.3K 5K 29K 15K



[Twitter @karpathy](https://twitter.com/karpathy)



Vibe coding

"It's not really coding - I just see things, say things, run things, and copy-paste things, and it mostly works."





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levelsio



Dagobert Renouf - Emopreneur @dagorenouf · Mar 7

.@levelsio turned a free flying game into a million-dollar homepage in 13 days.



55

24

907

104K



Maddox @ItsMaddox_ · Apr 2

I submitted my game to the #vibejam by @levelsio LIVE NOW!

Explain this post

Fly your dragon through the sky, kill rivals in multiplayer death match, and dominate in 5-min brawls. Built solo with Cursor + Three.js! Video + link below 🙌

beastriders.vercel.app

I would love any feedback!



@dadideo



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levelsio



Subscribe

@levelsio

@levelsio Follows you

- @euacccoffical
- fly.pieter.com \$87K/m
- PhotoAI.com \$123K/m
- InteriorAI.com \$35K/m
- Nomads.com \$24K/m
- RemoteOK.com \$32K/m
- levelsio.com \$12K/m



\$87K/M





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GO-jlrA





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Live demo





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Pause pour les questions





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Projet





Le projet

**Création des comptes en Staging
(Mongo/PostgreSQL)**

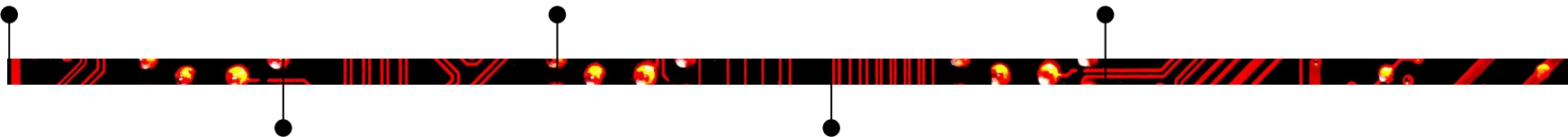
Si tout fonctionne bien, OK sinon rollback

Ajout des comptes des 2 repos

Plusieurs fichiers à modifier, et normalement plusieurs branches (dev/staging/production)

**Création des comptes en Production
(Mongo/PostgreSQL)**

Mise à jour des repositories de code





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Avantages





Quelques chiffres

+3000

Lignes de code

+42\$

Dépensés

x2,5

Gain de temps (estimation)



Inconvénients



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Perfs ?

**ships more code than
entire divisions at FAANG**



dadideo



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Pas si performant !

- Code de junior
- Très très verbeux (au niveau des logs)
- Des fonctions dans des fonctions
- Pas optimisé (batch au lieu du 1 par 1)
- Pas d'utilisation des templates
- Pas de tests (sans les demander ou mentionner le TDD)
- Pas de BDD, DDD ou d'architecture hexagonale
- N'arrive pas à fixer les bugs de son propre code
- Impossible d'interrompre dans sa pensée (sauf payer à nouveau des milliers de tokens)
- Dépendance: Mongo v1 (alors que la v2 dispo depuis Janvier)
- Utilisation beaucoup beaucoup de tokens
 - Et donc il compresse assez régulièrement
- Au bout de 3k lignes de Go, j'ai eu l'impression d'une perte de performance/intelligence
- Incapable de dire NON
- Incapable de planifier/questionner sans partir directement dans le code (mode architecte)
- Pas d'utilisation de linter, de scanner, etc...
- Utilisation faible de gofmt



```
• Let me read the file again:

• Read(file_path: "internal/gitclient/client.go")...
  | package gitclient
  | import (
  |     ... (+440 lines)

• Now I'll fix the identified issues by replacing the entire file:

• Write(file_path: internal/gitclient/client.go)...
  | File has been modified since read, either by the user or by a linter. Read it again before attempting to write it.

• I'll try a more focused approach by fixing just the specific issues one by one:

• Read(file_path: "internal/gitclient/client.go")...
  | package gitclient
  | import (
  |     ... (+439 lines)

• Let me fix the issues one by one:

  1. First, let's remove the unused variable in updateMainBranch:

• Update(file_path: internal/gitclient/client.go)...
  | Updated internal/gitclient/client.go with 1 removal
  271 if err != nil {
  272     return nil, fmt.Errorf("failed to get HEAD reference: %w", err)
  273 }
  274 currentBranch := headRef.Name().Short()
  275 // Checkout the target branch
  276 branchRefName := plumbing.NewBranchReferenceName(branchName)

• Update(file_path: internal/gitclient/client.go)...
  | String to replace not found in file.

• Search(pattern: "/Users/daparici/code/gitlab.com/davidaparicio/go-mongo-postgres/internal/gitclient/*.go")...
  | Found 5 files

• Let me see specifically the error about the "branch" currentBranch in the error message:

• Search(pattern: "zap.String(\"branch\", currentBranch\", path: \"internal/gitclient/client.go\")...
  | Found 1 file

• Let me check the exact line:

• Bash(grep -n 'zap.String("branch", currentBranch' /Users/daparici/code/gitlab.com/davidaparicio/go-mongo-postgres/internal/gitclient/client.go)...
  | No (tell Claude what to do differently)

> wt.Apply undefined (type *git.Worktree has no field or method Apply) gitclient/client.go

• You're right, the wt.Apply method is causing a compilation error because the *git.Worktree type doesn't have a method called Apply. Let me fix that by modifying the cherryPickCommit method to manually apply the changes:

• Update(file_path: internal/gitclient/client.go)...
  | File has been modified since read, either by the user or by a linter. Read it again before attempting to write it.

* Computing... (15s - esc to interrupt)
```

> |

? for shortcuts

Context left until /compact: 27%



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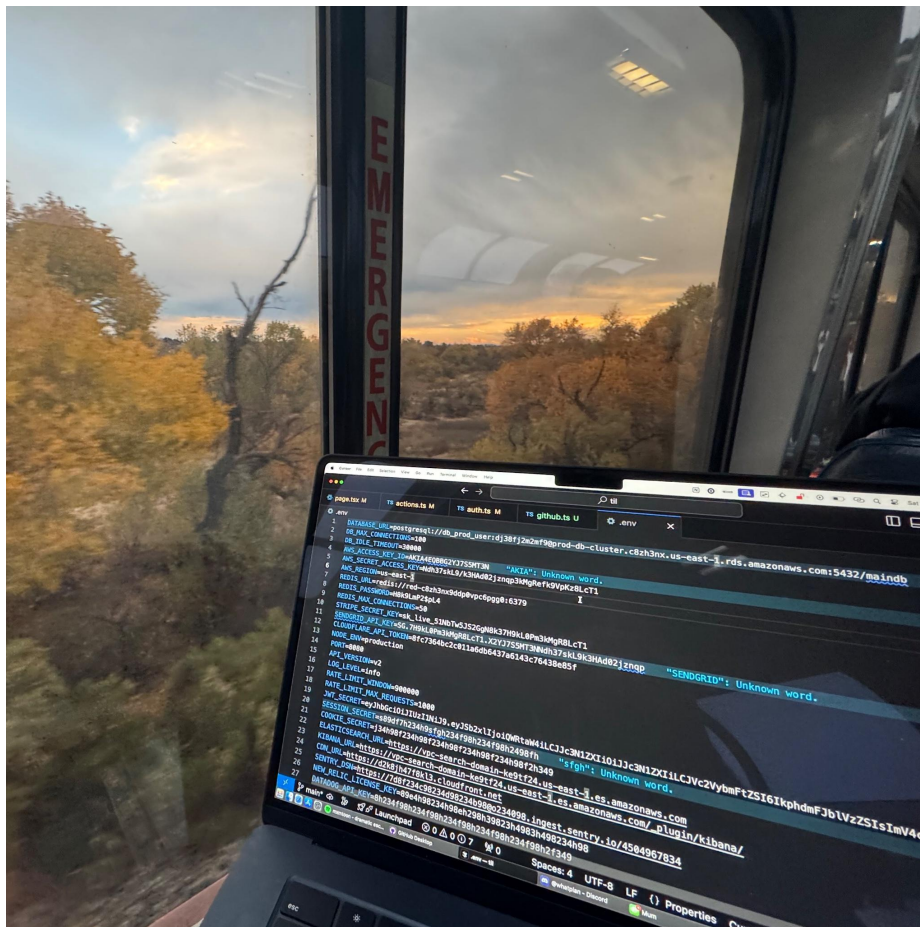
@dadideo



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Beware !



Twitter
@RhysSullivan



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Beware !



leo ✓
@leojr94_

guys, i'm under attack

ever since I started to share how I built my SaaS using Cursor

random thing are happening, maxed out usage on api keys, people
bypassing the subscription, creating random shit on db

as you know, I'm not technical so this is taking me longer that usual to figure out

for now, I will stop sharing what I do publicly on X

there are just some weird ppl out there

9:04 am · 17 Mar 2025 · **53.6K** Views



Prendre du recul / code

Security by design in practice [\[edit\]](#)

Many things, especially input, should be distrusted by a secure design. A [fault-tolerant](#) program could even distrust its own internals.

Two examples of insecure design are allowing [buffer overflows](#) and [format string vulnerabilities](#). The following C program demonstrates these flaws:

```
#include <stdio.h>

int main()
{
    char a_chBuffer[100];

    printf("What is your name?\n");
    gets(a_chBuffer);
    printf("Hello, ");
    printf(a_chBuffer);
    printf("!\n");

    return 0;
}
```



Deprecated code



Prendre du recul / code

Security by design in practice [\[edit\]](#)

Many things, especially input, should be distrusted by a secure design. A [fault-tolerant](#) program could even distrust its own internals.

Two examples of insecure design are allowing [buffer overflows](#) and [format string vulnerabilities](#). The following program demonstrates these flaws:

```
#include <stdio.h>

int main()
{
    char a_chBuffer[100];

    printf("What is your name? ");
    gets(a_chBuffer);
    printf("Hello, ");
    printf(a_chBuffer);
    printf("\n");

    return 0;
}
```

GOSEC



[Deprecated code](#)



La sécurité ?

```
commit 19994975c0582e12911eac0ab1c8a2a7f646a8bf
```

```
Author: David Aparicio <david.aparicio@free.fr>
```

```
Date: Sat Mar 15 14:42:37 2025 +0100
```



```
sec: vuln https://pkg.go.dev/vuln/G0-2025-3503: golang.org/x/net@v0.35->0.36 in gitclient.GitClientImpl.updateBranch
```

```
commit 66e9a9047cc9508deaaf19c776dc9d1d12580130
```

```
Author: David Aparicio <david.aparicio@free.fr>
```

```
Date: Fri Mar 7 13:54:34 2025 +0100
```



```
fix: G404 (CWE-338): Use of weak random number generator (math/rand or math/rand/v2 instead of crypto/rand) (Confidence: MEDIUM, Severity: HIGH)
```



Beware !

Secure Credential Management: Prevent Unintended Config File Exposure #584

🔒 Closed



davidaparcio opened on Mar 21 · edited by davidaparcio

Edits ▾ ⋮

Bug Description

How to avoid Claude to read secrets files, *without asking the permissions*, like .env, config.yaml, secret.yaml, etc..?

I don't see `exclude_files` list configuration on the [Anthropic Claude Documentation](#).. I saw only this part at the end with [Claude config](#)

Environment Info

- Platform: macos
- Terminal: iTerm.app
- Version: 0.2.52
- Feedback ID: e007ac78-14ca-469d-88c8-f3ff6d065333

Errors

```
[ ]
```



I don't know if it's similar with the github issue [#401](#) 🤔

Maybe it's more related with [#79](#) 👍



[Github Claude-code issue #584](#)



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Beware !

**bcherny** on Mar 21 Collaborator ...

Hi there! You want `ignorePatterns` : <https://docs.anthropic.com/en/docs/agents-and-tools/claude-code/overview#project-configuration>

 **bcherny** self-assigned this on Mar 21

 **bcherny** added `question` and removed `enhancement` on Mar 21

 **bcherny** closed this as `completed` on Mar 22

**davidaparcio** on Mar 24 Author ...

Yes, but why Claude doesn't ask the permissions before reading these files, as it already does when Claude using commands such as `grep`, `sed`, `go test` or `bash`?
Indeed, it was my great surprise, it was the first time, after weeks as a user, that Claude had read this file, for no specific reason..

**bcherny** on Mar 24 Collaborator ...

Claude does not ask for permissions to read files in the directory you started it in. We could special case files that start with a `.` to ask for permission the first time.

cc [@rboyce-ant](#) for thoughts

**max-sixty** on Mar 24 ...

a better way of discriminating — to the extent we sometimes want to ask permission — would be to ask permission for files which *aren't in the git index*

a file with secrets, such as `.env` , shouldn't be in the git index

but standard files that we want Claude to read, such as `.github/` , will be in the git index

deo



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[Github Claude-code issue #584](#)



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Smart ?

linkedin.com/feed/update/urn:li:activity:7334130963670581249/

Home My Network Jobs Messaging Notifications

Anis Ayari • 1st
Fondateur de DeeplayerAI / Créateur de contenu en IA / Head of AI / Spe...
2w •

Un jour, une surprise avec l'IA qui code. Hier soir, mon Claude Code a décidé de s'arrêter lui même... 0 fake.

Maintenant, imaginez que vous laissiez ce type de système gérer de manière autonome des environnements de production, des bases de code, etc. Il pourrait rencontrer un bug et simplement tout arrêter...

N'oubliez donc jamais qu'aucun système d'IA ne devrait être laissé sans supervision. Le monitoring et l'observabilité sont essentiels. Les tests sont également essentiels pour mettre en place des garde-fous et améliorer l'alignement de votre agent.

Ne sacrifiez jamais le temps de test au profit du temps de livraison, vous risqueriez gros.

Show translation

```
confus et en m'assurant que GPT-4 seul n'essaie jamais Claude :  
• Bash(cd /Users/anisayari/Desktop && killall -9 node)...  
  | Running...  
• Connecting... (0s · × 18 tokens · esc to interrupt)  
  >  
  ► auto-accept edits on (shift+tab to toggle)  
zsh: killed  claude
```

120 13 comments · 2 reposts

@dadideo



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Anis Ayari
[@DefendIntelligence](#)



Really ?

```
confus et en m'assurant que GPT-4 seul n'essaie jamais Claude :  
  
• Bash(cd /Users/anisayari/Desktop/... && killall -9 node)...  
  | Running...  
  
• Connecting... (0s · ✖ 18 tokens · esc to interrupt)  
  
>  
  
▶▶ auto-accept edits on (shift+tab to toggle)  
  
zsh: killed      claude
```





Attention avec vos dépendances

Open Source Security report

- 78% of vulnerabilities are found in indirect dependencies





LLM hallucination as Attack Vector: slopsquatting

**We Have a Package for You! A Comprehensive Analysis of Package Hallucinations
by Code Generating LLMs**

PHR (%)

Model

JavaScript

Rust

Python

Joseph Spracklen

University of Texas at San Antonio

Raveen Wijewickrama

University of Texas at San Antonio

A H M Nazmus Sakib

University of Texas at San Antonio

Anindya Maiti

University of Oklahoma

Bimal Viswanath

Virginia Tech

Murtuza Jadliwala

University of Texas at San Antonio

Python



[Research Paper](#)



LLM hallucination as Attack Vector: slopsquatting

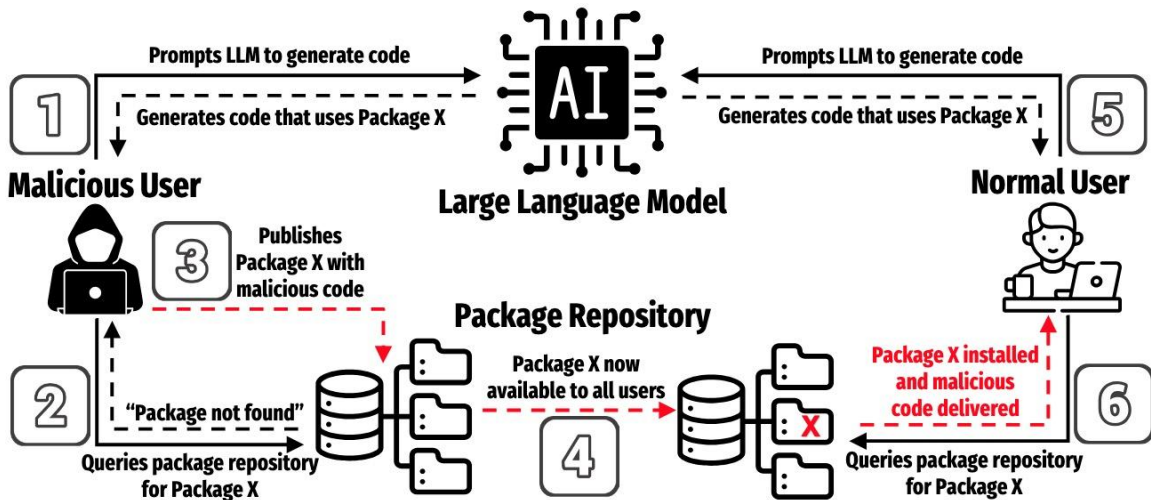


Figure 1: Exploiting Package Hallucination.

Model	PHR (%)		
	JavaScript	Rust	Python
Dracarys	20.44	15.38	2.42
Codegemma	23.74	42.20	33.85
StarCoder2	14.51	31.65	27.03
Granite-3.0	24.62	42.86	46.15
Llama-3.1-70B	24.40	18.02	25.93
Llama-3.1-8B	11.43	28.79	5.49
Mamba-Codestral	14.95	14.29	33.85
Nemotron-Llama-3.1	0.22	0.22	4.84
Minitron-Mistral	10.77	24.62	33.41
GPT-4o	1.76	10.99	3.52
Qwen2.5-Coder	15.16	43.08	38.02

Table 3: Overall package hallucination rate for JavaScript, Rust, and Python



Contre-parties



Les coûts

2025-03-28 14:58:32	req_01TskkzfygVuU1Q2yDV6za9H	claude-3-7-sonnet-20250219		87270	196	Streaming
2025-03-28 14:58:22	req_01AZzpFPZCnKrjwCFifpowYG	claude-3-5-haiku-20241022		492	263	Streaming
2025-03-28 14:58:22	req_015UsE8zkBgtrD1rmei39dJ	claude-3-7-sonnet-20250219		86778	242	Streaming
2025-03-28 14:58:03	req_01EbDy7tdqc9Et3scAwVUT3J	claude-3-5-haiku-20241022		131	11	Streaming
2025-03-28 14:58:00	req_01UXLgV2KgCe8FSzoy19xYkk	claude-3-7-sonnet-20250219		86372	83	Streaming
2025-03-28 14:57:59	req_01PqE3ehZmmBLcYeUgiu7i	claude-3-5-haiku-20241022		229	94	Streaming



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Les coûts

2025-05-06 11:04:07	req_011CNr1QrZF6Y1GeggbfVva9A	claude-3-7-sonnet-20250219	🕒	45476	19	Streaming
2025-05-06 11:04:01	req_011CNr1QW9uBRbPCdmDUaek	claude-3-7-sonnet-20250219	🕒	45204	247	Streaming
2025-05-06 11:04:07	req_011CNr1QyyiksGwkvfiWfDX	claude-3-5-haiku-20241022	🕒	158	14	Streaming
2025-05-06 11:04:01	req_011CNr1QW2xGYAFYoLQ0ye6X	claude-3-5-haiku-20241022	🕒	164	26	Streaming
2025-05-06 11:03:57	req_011CNr1QEy5s18nPFv9CTCo	claude-3-5-haiku-20241022	🕒	248	26	Streaming
2025-05-06 11:03:57	req_011CNr1QFCEJJxPUSH3RbY6c	claude-3-7-sonnet-20250219	🕒	45069	110	Streaming
2025-05-06 11:03:38	req_011CNr1Npsj7EZK3mSne1gMQ	claude-3-7-sonnet-20250219	🕒	44014	479	Streaming
2025-05-06 11:03:49	req_011CNr1PdgoJnBE9ombrn6KM	claude-3-5-haiku-20241022	🕒	695	5	Streaming
2025-05-06 11:03:46	req_011CNr1PQXYBdnrgKBvL6gxq	claude-3-7-sonnet-20250219	🕒	44867	108	Streaming
2025-05-06 11:03:02	req_011CNr1LD8bd2PFd7eh88rIX	claude-3-7-sonnet-20250219	🕒	43207	437	Streaming
2025-05-06 11:02:36	req_011CNr1JJdvdTeCRQJEbKBrG	claude-3-7-sonnet-20250219	🕒	42451	424	Streaming
2025-05-06 11:02:36	req_011CNr1JJ2ULoPX28MAMcN4r	claude-3-5-haiku-20241022	🕒	1814	25	Streaming
2025-05-06 11:02:35	req_011CNr1JE5quqqqRK6iffts6	claude-3-5-haiku-20241022	🕒	197	45	Streaming
2025-05-06 10:52:23	req_011CNqzX5Lj775WwosPbo9WR	claude-3-7-sonnet-20250219	🕒	40209	132	Streaming
2025-05-06 10:52:19	req_011CNqzWngcpYB7td6dbCFrm	claude-3-7-sonnet-20250219	🕒	40074	110	Streaming
2025-05-06 10:52:19	req_011CNqzWnVi9TffFyTZMYmvG3	claude-3-5-haiku-20241022	🕒	213	26	Streaming
2025-05-06 10:52:23	req_011CNqzX5CJNFmjvwLhBUHgQ	claude-3-5-haiku-20241022	🕒	164	26	Streaming
2025-05-06 10:52:08	req_011CNqzVzWjgrNHnohZpHcft	claude-3-5-haiku-20241022	🕒	695	5	Streaming
2025-05-06 10:52:06	req_011CNqzVoVTTbrDchsYgQDTF	claude-3-7-sonnet-20250219	🕒	39907	108	Streaming
2025-05-06 10:51:54	req_011CNqzUv64Pu3K6NYsUzrg8	claude-3-7-sonnet-20250219	🕒	39124	452	Streaming
2025-05-06 10:51:44	req_011CNqzUEmsb4X19NgNYpkn	claude-3-7-sonnet-20250219	🕒	38344	443	Streaming
2025-05-06 10:51:15	req_011CNqzS5dxG7WzHxUoaWoJm	claude-3-7-sonnet-20250219	🕒	37581	451	Streaming
2025-05-06 10:51:11	req_011CNqzRn6Fw2j2wGJLYftG	claude-3-7-sonnet-20250219	🕒	35877	120	Streaming
2025-05-06 10:51:08	req_011CNqzRZhsorH2ijkBoip2t	claude-3-7-sonnet-20250219	🕒	33484	111	Streaming
2025-05-06 10:51:04	req_011CNqzRGKNF1R9N2qkEPSZk	claude-3-7-sonnet-20250219	🕒	31396	104	Streaming
2025-05-06 10:51:04	req_011CNqzRGUnWrf3WUaDgjkGP	claude-3-5-haiku-20241022	🕒	380	27	Streaming



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Console Anthropic



Les coûts

```
> /cost
└ Total cost:          $0.0003
  Total duration (API): 3.9s
  Total duration (wall): 45.2s
  Total code changes:   0 lines added, 0 lines removed
  Token usage by model:
    claude-3-5-haiku: 206 input, 37 output, 0 cache read, 0 cache write
```

You can now use a Claude Pro subscription with Claude Code! <https://claude.ai/upgrade> then run /login.

```
> /exit
└ (no content)
```

```
> █
```

? for shortcuts

```
Total cost:          $0.0006
Total duration (API): 5.7s
Total duration (wall): 2h 2m 7.9s
Total code changes:   0 lines added, 0 lines removed
Token usage by model:
  claude-3-5-haiku: 482 input, 60 output, 0 cache read, 0 cache write
```

You can now use a Claude Pro subscription with Claude Code! <https://claude.ai/upgrade> then run /login.



[GitHub issue#589](#)



Rate limits Tier 2

Set rate limits for API usage in this workspace. If unset, rate limits will inherit from the organization's rate limit. If set, both the workspace and organization limits apply.

MODEL	REQUESTS PER MINUTE	INPUT TOKENS PER MINUTE EXCLUDING CACHE READS	OUTPUT TOKENS PER MINUTE
Claude Opus 4	1000 / 1000 requests	40 000 / 40 000 tokens	8 000 / 8 000 tokens
Claude Sonnet 4	1000 / 1000 requests	40 000 / 40 000 tokens	16 000 / 16 000 tokens
Claude Sonnet 3.7	1000 / 1000 requests	40 000 / 40 000 tokens	16 000 / 16 000 tokens
Claude Sonnet 3.5 2024-10-22	1000 / 1000 requests		16 000 / 16 000 tokens
Claude Haiku 3.5	1000 / 1000 requests		20 000 / 20 000 tokens
Claude Sonnet 3.5 2024-06-20	1000 / 1000 requests		16 000 / 16 000 tokens
Claude Haiku 3	1000 / 1000 requests		20 000 / 20 000 tokens
Claude Opus 3	1000 / 1000 requests		8 000 / 8 000 tokens
Batch requests Limit per minute across all models	1000 / 1000 requests	Web search tool uses Limit per second across all models	10 / 10 uses

Spend limits

Your organization monthly spend limit is \$500. You can set a spend limit below this amount for this workspace.





Les coûts

As datacenter production gets automated, the cost of intelligence should eventually converge to near the cost of electricity. (People are often curious about how much energy a ChatGPT query uses; the average query uses about 0.34 watt-hours, about what an oven would use in a little over one second, or a high-efficiency lightbulb would use in a couple of minutes. It also uses about 0.000085 gallons of water; roughly one fifteenth of a teaspoon.)





Une solution pensée pour un pilotage centralisé de votre écosystème IT

Fonctionnalités clés

Collecte automatisée

Sur toute la chaîne de valeur d'un écosystème IT

Observabilité à 360°

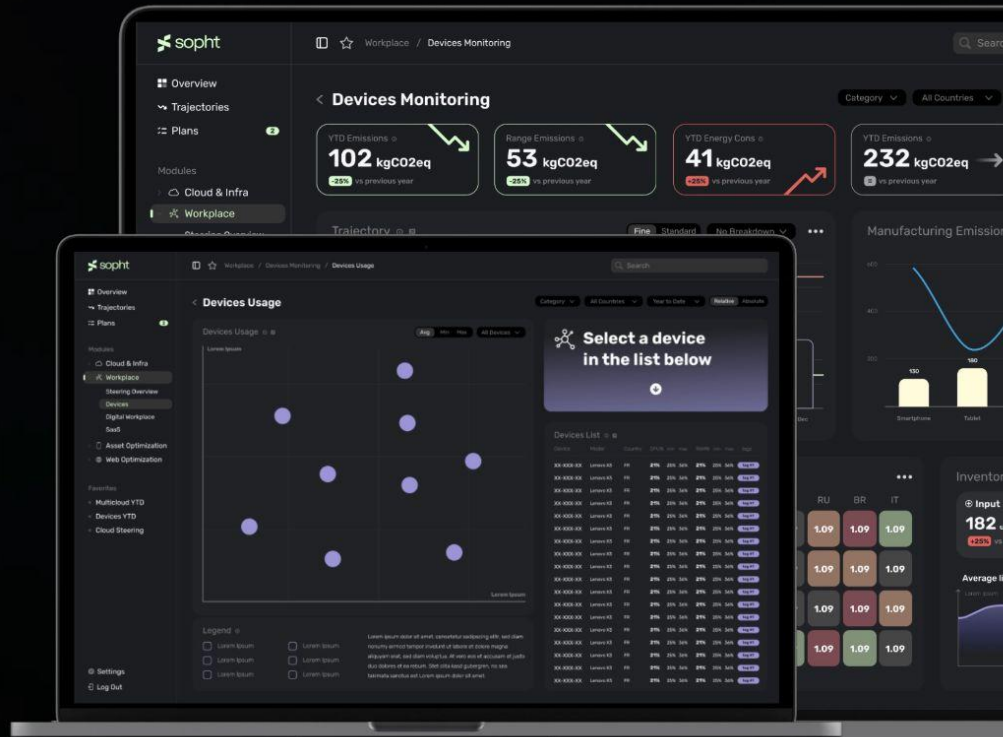
sur les scopes 1, 2 et 3 avec des données granulaires et dynamiques

Actionnabilité guidée

Au moyen de simulations et recommandations contextualisées

Suivi d'impact

Avec l'incidence de vos actions sur votre trajectoire en surveillant l'impact CO₂/€





Observabilité

- Mesure complète de l'écosystème IT
- Couverture des scopes 1, 2 et 3
- Facteurs d'émission multicritères
- Exploration dynamique des données
- Projection et prévision d'impact
- Filtrage des données par entité





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#Go #BedrockStreaming

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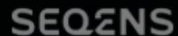


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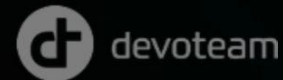


Références

Nos principales références



Nos partenaires



Intégrations aux plateformes ESG





Témoignages

“

Évaluer et comprendre nos principaux facteurs d'émission est évidemment un enjeu en soi, mais les piloter de manière dynamique avec des plans d'actions concrets, c'est ce que nous permet la plateforme Sopht.



Marie Ait-Daoud

Green IT manager

Vinci Groupe



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Pause pour les questions





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Bonus





Pokemon

ClaudePlaysPokemon
Claude Plays Pokémon, Bedrock Streaming
Playing Pokémon Red/Blue for 776 Views

41:00:29 15151 Claude Plays Pokémon

HP: 0/29 0/29 23/36 5/41 15/15

Current Team

BOLT Lv. 10 PITCHU HP: 0/29 OK

SWIFT Lv. 14 SNEARROW HP: 23/36 OK

SPIKE Lv. 14 NIDORAN M HP: 5/41 OK

SHELVIE Lv. 14 WAGTAIL HP: 15/15 OK

Claude

</thinking>

I've encountered another wild ZUBAT while moving toward the ladder. Given my team's critical health situation, I need to run from this battle immediately.

Using tool: use_emulator - Buttons: ['a']

<thinking>

I'm now in the battle menu with SWIFT as my active Pokémon. I need to navigate to the RUN option (bottom right) and select it. The cursor is currently on FIGHT (top left), so I need to:

1. Move RIGHT to go from FIGHT to PKMN
2. Move DOWN to go from PKMN to RUN
3. Press A to select RUN

Let me start by moving RIGHT.

</thinking>

Now I need to navigate to the RUN option in the battle menu to escape from this ZUBAT. First, I'll move the cursor to the right:

Using tool: use_emulator - Buttons: ['right']

<thinking>

ZUBAT

HP: 110

SWIFT

HP: 23/36

Knowledge Base Update

Mt. Moon Exploration Log: FIGHT PKMN

Key Discoveries (Updated)

- Mt. Moon consists of three floors: 1F, B1F, and B2F connected by multiple ladders
- Notable ladder connections (CONFIRMED):
 - 1F (25, 15) ↔ B1F (25, 15) - Two-way connection verified through direct testing
 - B1F (13, 27) ↔ B2F (15, 27) - Confirmed; accessible via the horizontal corridor at B1F





Pokemon

ClaudePlaysPokemon

Claude Plays Pokémon in: 00:21:45

Claude

Center, lose half money).

I'll prioritize these updates in this order:

1. First, update game_progress with correct coordinates and team status
2. Update team section with correct HP values and SAND ATTACK info
3. Update locations section (already done in my previous response)
4. Update current_status section with correct coordinates and emergency strategy
5. Update battle_strategy section to remove redundancies
6. Update mt_moon_map with current position
7. Consider creating a new emergency_status section

Let me start with these updates.

</thinking>

Thank you for sharing that helpful feedback! I'll update my knowledge base to address these inconsistencies and improve my strategic planning.

Using tool: update_knowledge_base - edit section: game_progress

<thinking>

Now let me update the team information section to correct Spore's HP and Sky's SAND ATTACK status.</thinking>

Claude Plays Pokémon

BOLT

PIKACHU

HP: 0/25

Lv. 8

SKY

PIDGEY

HP: 4/39

Lv. 15

Shelly

WARTORTLE

HP: 0/45

Lv. 16

SPORE

PARAS

HP: 2/24

Current Team

Find ladder to Mt. Moon B2F

Obtain Basil from B2F

Navigate through B2F and find exit path

Knowledge Base Update

- [x] Defeated Brock, earned Boulder Badge
- [x] Reached Mt. Moon Pokémon Center
- [x] Caught Paras ("Spore") for Misty's Gym
- [x] Shelly evolved into Wartortle (Lv.16)
- [x] Defeated Lass trainer with Clefairy in Mt. Moon
- [x] Descended to Mt. Moon 1F and explored partially
- [x] Defeated Lass trainer with Oddish/Bellsprout

sorayaisuuki is now following!





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Pokemon

Following Browse Search

STEP COUNT 75918 **Claude Opus 4 Plays Pokémon** **OPUS 101.13M**

Steps: I came down 100% and haven't found any Team Rocket trainers with the Lift Key.
Given that:
1. I've explored the upper corridor from west to east
2. I've explored the middle area with all the spin tiles
3. I haven't found any battling Team Rocket trainers on B3F yet
Maybe I need to:
1. Try the western stairs at (8,5) or (8,8) that I saw earlier
2. Or use the spin tiles to potentially reach new areas
Let me go back west and try the stairs at (8,5) first. Those might lead to a different area where Team Rocket trainers are hiding.
Using tool: navigator - Target: (9, 5)

I need to navigate in stages since (9,5) is too far. Let me first go to (20,5) and then continue from there.
Using tool: navigator - Target: (20, 5)

Thinking...

Current Team

gus† Lv. 21 PIDGETO NORMAL BEVING HP: 59/59 OK	SPLASH Lv. 46 BLASTOISE WATER HP: 150/150 OK	luna Lv. 13 CLEFARY NORMAL HP: 42/42 OK	DUX Lv. 14 PSPETCHID NORMAL BEVING HP: 42/42 OK	wings Lv. 15 SPEAROW NORMAL BEVING HP: 41/41 OK	SPIKE Lv. 20 MUDKING POISON BEVING HP: 70/70 OK
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ClaudePlaysPokemon

Claude Plays Pokemon - Claude 4 Launch! (reset harness crash)

Pokémon Red/Blue English AI TwitchPlays



107 22:34:12

About ClaudePlaysPokemon

15.2K followers

This is a passion project made by a person who loves Claude and loves Pokémon. Follow along as Claude navigates the Kanto region, trains adorable Pokémon with creative names, and attempts to earn all 8 gym badges. Claude has never been trained to play any Pokémon games—this is a new adventure!



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10:01 **Ducktar**: Not really using the intelligence part of AI

10:18 **firebat311**: !badges

10:18 **Nightbot**: Claude has the Boulder Badge, the Cascade Badge, and the Thunder Badge.

10:27 **azhiyima**: !crash

10:27 **Nightbot**: The stream crashed on June 6 while the dev was out of town but Claude kept playing. Whoops! Logs from the downtime here: https://raw.githubusercontent.com/davidhershey/cpp_logs/refs/heads/main/logs_from_crash.txt

10:39 **Sezkatwn**: Cleaning up my context glorp

10:47 **Core_Deep**: hmm, looks like an interesting corner there



[Twitch
claudeplayspokemon](https://twitch.tv/claudeplayspokemon)

Send a message





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Pokemon / Gemini

Actions: 7,566 GG: T-24 Summary: T-90

GEMINI PLAYS POKEMON

♦ YELLOW LEGACY EDITION ♦

• HOURS PLAYED 69h 32m 59s
 • MONEY ¥1,981
 • BADGES 1/8
 • POKINDEX 15/151
 • BALLS 6

LOG

Assessing the optimal choice

I've determined that **ABSORB** is the clear best option given the type matchup. It's a Grass-type attack that should deal significant damage due to the 4x effectiveness against the opponent's Rock/Ground type. I'm focusing on the input sequence needed to select **ABSORB**, anticipating potential issues with the system's input processing. I plan to use "down" 3 times, then "A" to confirm.

Choosing the attack

I've decided to use **ABSORB** against the Geodude. The plan is to press "Down" three times this turn to move the cursor to **ABSORB**. I'm focusing on ensuring the system registers all the directional inputs this time. Next turn, I will press "A" to confirm the selection. My strategy aims to bypass the input truncation issue.

TOKENS 67,864

• IN 67,520 • OUT 344

• AI analyzing game state ...



GEM SAYS

Perfect! NIGHTSHADE is in. Now to show this Geodude what a real Grass-type can do! Time for a little **ABSORB** action!

*Calculator this feature requires access to controls for a console Pokemon device to be able to use.

GOALS

PRIMARY GOAL

Get the Cascade Badge.

SECONDARY GOAL

Find the two fossils in Mt. Moon.

TERTIARY GOAL

Explore all of Mt. Moon.



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Sundar Pichai
@sundarpichai

What a finish! Gemini 2.5 Pro just completed Pokémon Blue! Special thanks to [@TheCodeOfJoel](#) for creating and running the livestream, and to everyone who cheered Gem on along the way.



2:01 AM · May 3, 2025 · 1.4M Views

219

1.1K

6.4K

778



Post your reply

Reply



Sundar Pichai
@sundarpichai · May 3
More fun still happening on the livestream at



twitch.tv
Gemini_Plays_Pokemon - Twitch
Gemini Plays Pokemon — Yellow Legacy (Hard Mode) | laskgem [!faq !reset !harness] !badges

9

28

324

130K



Twitch

[geminiplayspokemon](https://www.twitch.tv/geminiplayspokemon)



#MeetupG
#Go #Bedr

IAs
sur
G.C.

Waiting for next turn...

BATTLE UPDATES

Player 2: Vaporeon used Hydro Pump (3 PP remaining)

Waiting for next turn...

BATTLE UPDATES

Player 2: Gengar fainted!

Battle over/next turn...

Player 2 (openai/gpt-4o-2024-11-20) wins by HP percentage!

Stats: Battle #15 completed - Winner: Player 2 (openai/gpt-4o-2024-11-20)

Stats: Battle lasted 667 seconds and 14 turns

Stats: Data saved to C:\Clad_Work\twitch_projects\pokemon-stadium-benchmark\stats\battle_stats.json

Battle finished, see stats above or in file.

BATTLE STATISTICS SUMMARY

Model Performance Rankings:

Rank	Model	Battles	Win Rate	Avg. Turns	Avg. Duration
1	openai/o1	1	100.0%	10.0	531.0s
2	gemini/gemini-2.0-pro-exp-02-05	6	83.3%	11.8	518.2s
3	openai/gpt-4-turbo	3	66.7%	16.7	687.7s
4	openai/gpt-4o-mini	3	66.7%	14.7	553.7s
5	openai/gpt-4o	2	50.0%	15.5	672.5s
6	openai/gpt-4.5-preview	3	33.3%	10.7	639.0s
7	openai/o3-mini-low	3	33.3%	10.3	486.7s
8	gemini/gemini-2.0-flash	3	33.3%	16.3	596.7s
9	openai/gpt-4o-2024-11-20	5	20.0%	15.2	595.4s
10	openai/o3-mini-high	1	0.0%	6.0	867.0s

Top 10 Most Selected Pokémon:

Rank	Pokémon	Selection Count	Most Selected By
1	Ninetales	23	openai/gpt-4o-mini (4), gemini/gemini-2.0-pro-exp-02-05 (4)
2	Charizard	23	gemini/gemini-2.0-pro-exp-02-05 (6), openai/gpt-4o-2024-11-20 (5)
3	Rhydon	20	gemini/gemini-2.0-pro-exp-02-05 (6), openai/gpt-4.5-preview (3)
4	Jolteon	19	openai/gpt-4o-2024-11-20 (3), openai/gpt-4.5-preview (3)
5	Exeggutor	18	gemini/gemini-2.0-pro-exp-02-05 (4), openai/gpt-4o-2024-11-20 (3)
6	Cloyster	16	gemini/gemini-2.0-pro-exp-02-05 (4), gemini/gemini-2.0-flash (3)
7	Blastoise	15	openai/gpt-4o-mini (3), openai/gpt-4o-2024-11-20 (3)
8	Lapras	13	gemini/gemini-2.0-pro-exp-02-05 (5), openai/o3-mini-low (3)
9	Arcanine	12	openai/gpt-4o-2024-11-20 (3), gemini/gemini-2.0-flash (3)
10	Exeggutor	12	openai/gpt-4o-2024-11-20 (4), openai/gpt-4-turbo (2)

Detailed statistics saved to: C:\Clad_Work\twitch_projects\pokemon-stadium-benchmark\stats\battle_stats.json

Total battles recorded: 15

Prime Benefits

LOSE

WIN

FAINTED

1P

2P

Alakazam was threatened by my Pin Missile, but, while the opponent's Ickhorn is paralyzed, its accuracy is still lowered due to previous Sand.

My Ickhorn should be faster (due to the enough to knock out the opponent's Ickhorn, even

Intelligence started a call. Today at 12:57 PM

Day at 12:58 PM

extend pos?

Intelligence started a call. Today at 12:57 PM

Day at 12:58 PM

extend pos?



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Pause pour les questions





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Conclusion





Analogie

« Nul n'est censé ignorer la loi »





Ma devise

« Nul développeur n'est censé ignorer la sécurité »





**Merci beaucoup aux
organisateurs & ainsi qu'à
Bedrock Streaming pour nous
accueillir ce soir**





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Merci pour votre attention !



N'oubliez pas de me donner votre avis sur
cette session: <https://tinyurl.com/meetgo24>



Lien des slides dans les commentaires 



Faites-vous confiance aux QR Codes ?

