

hey, so let's unpack this response! here's the entire thing (at the time this document was originally started), for clarity:

andrewwiles 2:22 AM  
Regarding the use of Flashpoint files for Legacy:

Poptropica on Flashpoint is a fan-made curation of the original browser game that uses a local server to emulate how the original Poptropica game server worked. I used Flashpoint files as a base in Legacy because it had less bulk (unnecessary files) than the 3GB live server rip that I have of the original Poptropica server - Flashpoint's version includes just the files necessary to run Poptropica. The modifications that were used in Flashpoint were sparsely used in Legacy, but those modifications were still present in the files themselves (though unused).

I reached out to Prof Robin on 11/30 to ask if they would like to be credited for their work on the Flashpoint curation, which they declined, and I (incorrectly) assumed niko also wouldn't want to be associated. I saw (and still do see) very little wrong with using the Flashpoint files as a base as the changes made to the original game were minimal (see Flashpoint changelogs). These were modifications made to an already existing game, and they were done for a preservation effort.

When niko aggressively and publicly demanded I remove their code from Legacy, I apologized and complied, offering attribution AND compensation. They refused attribution/compensation, and was (aggressively) firm about me removing the code. The current version of Legacy does not include their modifications, despite their "rights" over the modifications they made being legally grey to begin with, as their code was modifying an existing protected work.

They then began to spread blatant misinformation about Legacy including "elevate.exe" in the game files, which is an open-source UAC helper commonly bundled with Windows installers and Electron builds. It gets bundled automatically when you build an Electron app for Windows, and is a standard inclusion in other apps - including Flashpoint! **That's right, Flashpoint includes Elevate.exe!** Despite this, niko claimed that I was bundling malware with Legacy in an attempt to smear the reputation of the project.

On top of this, there is a claim that Legacy has been "vibe coded" by AI coding agents, so I'd like to make this clear: AI coding agents were involved in its creation, but they did not singlehandedly create the project - much of the work was done manually. This is evident when you play the game: <https://www.youtube.com/watch?v=dgldiY2qltA>

This is different than, say, a large company replacing workers with AI to increase profits - I am a single indie developer using AI as a tool to create something that no one else had yet attempted. Legacy is supposed to be a gift to the community, not a cheap get-rich-quick scheme, and that should be evident in the care that has gone into making it. I've spent a lot of time on this project.

Niko has also claimed that the various bugs are due to "vibe coding", but this is not the case - the bugs that exist currently are due to the many large changes I made to the base game (60 FPS, large viewport, etc) that broke special hard-coded portions of island quests and must be manually patched. This will get done eventually - we're only on version 0.2.40! Let me remind you that Poptropica was originally developed by an entire team. You'll notice in Niko's .pdf that they make a list of criticisms of choices I made when remastering Legacy - this is ignoring the fact that I'm doing my best to give the user as many options as possible for gameplay, and many of the changes made are pretty straightforwardly good ones (like 60FPS, larger viewport etc). Either way, this is not a compelling argument.

All this taken into consideration, I believe it's fairly obvious that they are on a pointless witch hunt, and it's very opposed to the spirit of Poptropica & our community. Anyone who genuinely loves Poptropica will see the value in having something like Legacy - it's preserving and restoring what we should've gotten all along. I love you guys. (edited)

there are multiple inaccuracies and assumptions in this response.

from the top, paragraph one:

The modifications that were used in Flashpoint were sparsely used in Legacy, but those modifications were still present in the files themselves (though unused).

modifications done to the curation are integral to keeping the game together. i noted this in my initial response, but the game will largely break without my changes. here is a screenshot of the changelog that is included in the curation as as3changes.txt:

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Changelog:
If changes do not specify a file, they are in \game\Shell.swf

[AS2 <-> AS3]
- Profile Sync now properly converts the island player position to AS3 (com.poptropica.shells.browser.steps.BrowserStepSyncProfileFromLSO)
- Made gameEventManager check AS2 events properly (game.managers.GameEventManager)
- Fixed a bug where the nextScene would sometimes get stuck on a previous island and room. (com.poptropica.shells.browser.steps.BrowserStepGetFirstScene)
- Added island item conversion from Char.sol to poptropica.sol (com.poptropica.shells.browser.steps.BrowserStepSyncProfileFromLSO)
- Add AS2 islands to map (\game\data\scenes\map\map\maps\browser.xml)
- Profile Sync now sets the 'profileComplete' property to true if it detects non-default AS2 player data. (com.poptropica.shells.browser.steps.BrowserStepSyncProfileFromLSO)
- gameplay.swf now goes to the new store instead of the old one. (\gameplay.swf, frame 1.DoAction)
- Friends button hidden from both AS2 and AS3 as it is not accessible. (game.ui.hud.HudPopBrowser,game.ui.hud.Hud) (\gameplay.swf, frame 1.DoAction)

- Managers now clear AS2 data for an island as well as AS3 (game.data.managers.GameEventManager)
- Added reset AS2 function to GameEventManager in order to erase AS2 special data and avatar parts (game.managers.GameEventManager)
- AS2 Settings button now allows resetting on Miniquest islands only (\gameplay.swf, frame 1, ResetIslandPopup)
- AS2 Store now loads locally instead of asking list_items.php (\poppups\inventory.swf, frame 2.DoAction)
- ItemManager clears AS2 items on reset (game.managers.ItemManager)
- Store grants most items to AS2 (game.scenes.hub.bundleShop.BundleShowcase)
- Added AS2 island versions and created episodes for Mythology and Poptropolis Games islands (\game\data\scenes\*island1/2,mythAS2,tribal , \game\data\scenes\map\map\islands\{poptropolis/myth}Multi)

- Areas where the game originally checked for common rooms have been turned off. (\gameplay.swf)
- Text #328 has been edited to display information on offline mode rather than how to interact with other players. (\gameplay.swf)
- Glitch where the game would want you to set the steering degrees to 112, but the game was using decimals was fixed by rounding the value (\poppups\Moon\cockpitLaunch.swf)

[FXES]
- Switched saving to offline for island completions to fix medallions (engine.ShellApi)
- Forced game to grant items from store (game.scenes.hub.bundleShop.BundleShowcase)
- Force saveLook to save to AS2 while not storing to server. (engine.ShellApi)
- Start island now creates a proper Char.sol player data, and profiles are limited to 1 player. (game.scenes.start.startScreen.StartScreen)
- The specialAbility for the 'Zombify!' card's mouth has been removed as it crashes the game. (\game\data\entity\character\parts\mouth\zombie.xml)
- Cards now render default Y values (game.util.TextStyleData,TextUtils)

[VISUAL]
- Changed saveBtn in frame to be offscreen: translateY from -840 to 10000. (\game\assets\ui\hud\hud.swf)
- Stop game from asking to save in Monkey Wrench (game.scenes.ftue.intro.Intro)
- Disabled spinner wheel as it is non-functional and has no use offline anyways (\game\data\scenes\hub\town\scene.xml, \game\data\scenes\hub\town\npcs.xml, [game.scenes.hub.town.Town])
- Forced game to switch to AS3 store in order to use poptropica.sol instead of Char.sol (game.ui.popup.IslandEndingPopup, game.scenes.hub.town.Town, game.ui.hud.HudMap, game.ui.hud.HudPopBrowser)
- Disabled Credits and Under Construction cards (game.ui.inventory.Inventory)
- Disabled book ads in viking island because their pages do not exist (game.scenes.viking-jungle.Jungle)
- Loading hints are now more relevant (\game\data\ui\transitions\hints.xml)
- Removed 'For members only!' on Timmy Failure island because you are always a member (\game\data\scenes\map\map\islands\timmy\island.xml)
- An alternative style was added to styles.xml to override the y coordinate on card instructions for certain bonus cards (\game\style\styles.xml)

[ACCURACY]
- Removed vendingMachine from Virus Hunter island as it does not exist. (\game\assets\scenes\virusHunter\mainStreet\interactive.swf)
- Swapped background_live and background as the common room in arabi does not exist, this shows boards over the exit for that scene. (\game\data\scenes\arabi\bazaar\scene.xml)
- Disabled arabi common room as it does not exist. (\game\data\scenes\arabi2\entrance\doors.xml, [game.scenes.arabi.bazaar.Bazaar])
- Disabled arabi common room as it does not exist. ([game.scenes.arabi.bazaar.Bazaar])
- Map islands list has been recreated to be accurate to 2016 (\game\data\scenes\map\map\maps\browser.xml)

[OTHER]
- Disabled ads, and storeToExternal. (com.poptropica.shellSteps.BrowserStepSetPlatform)
- Forced membership to unlock bonus quests (game.data.profile.MembershipStatus)
- Settings logout enabled, helpSupport disabled, account settings disabled (game.ui.settings.SettingsPopup)
- Bundles updated to include custom bundles (\game\data\dlc\bundles\bundles.xml)
- New bundles created (\game\data\bundles\miniquest.poggum)
- Cards for MiniQuests recreated for AS3 (\game\assets\data)\items\store\item 3244, 3081, 8109, 3100, 3223 .xml, .swf)
- The default card background is not archived, and has been replaced with a standard background (\game\items\store\background.swf)
- Closet switched to offline mode (game.ui.costumizer.Closet, engine.ShellApi)
- Custom cards added for Shrink Shot and DC Diner
- Profile 0 is now force loaded in order to bypass a crash that sometimes occurs with 2 profiles (game.scenes.start.startScreen.groups.ProfileGroup))
- base.php now force loads the AS3 start island to stop any profile corruption that occurs when the AS2 home island is loaded.
- Common room multiplayer support removed (game.managers.SceneManager)
- Overrode some common room doors to go to their offline equivalents (\game\data\scenes\*"\doors.xml, hub, arab3, ghd, shrink, timmy)
- Stopped server status "chime" from printing (game.proxy.browser.DataStoreProxyPopBrowser)

[REALMS]
- Redirect saving from file to a new 'landsGalaxy' field in profiled data (game.scenes.lands.shared.world.FileWorldSource/LandWorldManager)
- Bypass login and connection restrictions (game.scenes.lands.lab1.lab1, game.ui.hud.HudPopBrowser)
- Add profile field for lands galaxy data (game.data.profile.ProfileData)
- Repair local popatium and EXO retrieval, and disable server requests (game.scenes.lands.shared.classes.LandServerGateway)
- Permanently disabled share button as it is unavailable (game.scenes.lands.shared.poppups.worldManagementPopup.ui.PrivateRealmInfoPane)
- Fixed a crash in the monster AI (game.scenes.lands.shared.monsters.systems.MonsterVanderSystem)
- Added local thumbnail saving (game.scenes.lands.shared.world.LandRealmData/FileWorldSource, game.scenes.lands.shared.tileLib.classes.LandEncoder)
- Disabled the game attempting to load a crossdomain security file from AMS (game.scenes.lands.shared.LandGroup)
- Resized VISIT button to be larger as the share button is hidden (\game\assets\scenes\lands\shared\poppups\worldManagementPopup.swf)
- Moved Realms button to the 5th slot, over the original Friends position. (game.ui.hud.HudPopBrowser, | \gameplay.swf, frame 1.DoAction)

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if you'll notice, i can't even fit it on screen without zooming out to the minimum size of notepad, and these are **summarized changes, along with not all changes being logged here.**

the most notable changes includes the following:

- all of the data syncing between as2 and as3 in various places throughout both versions
- the entirety of realm's functioning, which was mentioned in my initial response
- lots of store compatibility fixes to make the store work for both versions
- recreations of every miniquest card for as3, some created from scratch since they didn't have an original card

- supporting common rooms for offline exploration in both versions (as2 is not listed in the screenshotted changelog, but is listed in as2changes.txt)
- various fixes to ensure both versions of the game work completely offline
- various quality of life changes to make the game more enjoyable.

alright, second paragraph! he repeats himself immediately:

I saw (and still do see) very little wrong with using the Flashpoint files as a base as the changes made to the original game were minimal (see Flashpoint changelogs)

see the previous section of this document for my response to my changes being “minimal”.

When niko aggressively and publicly demanded I remove their code from Legacy, I apologized and complied, offering attribution AND compensation. They refused attribution/compensation, and was (aggressively) firm about me removing the code.

i did not agree to my code being used in the first place, so this is a fallacy. this is equivalent to eating someone’s snacks and then getting mad at them for being upset with you.

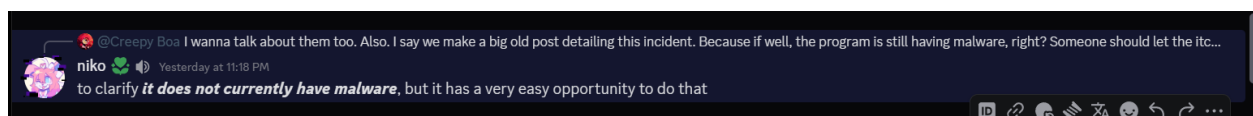
The current version of Legacy does not include their modifications, despite their “rights” over the modifications they made being legally grey to begin with, as their code was modifying an existing protected work.

this is completely false, please read the entirety of the previous document to see how this is misleading. regardless of if it was a modification to an existing work, that does not invalidate the time spent on it, only for it to be taken in this manner.

They then began to spread blatant misinformation about Legacy including “elevate.exe” in the game files, which is an open-source UAC helper commonly bundled with Windows installers and Electron builds. It gets bundled automatically when you build an Electron app for Windows, and is a standard inclusion in other apps – including Flashpoint! **That’s right, Flashpoint includes Elevate.exe!** Despite this, niko claimed that I was bundling malware with Legacy in an attempt to smear the reputation of the project.

there’s a lot in this that i already explained in my last document, so i’m not going to go over it again. so, let’s focus on that last bit, about your claim that i was claiming you were bundling malware into the project.

**this is false, and misleading. at no point was this claimed.** in fact, it was explicitly not claimed because it would be incorrect. see the following screencaps where i explicitly state that it does not inherently contain malware:

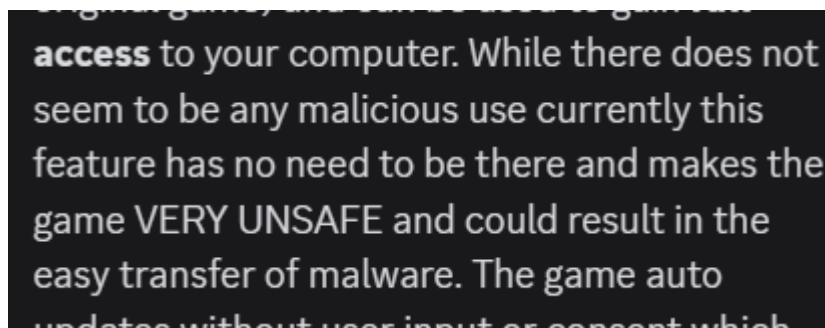


okay, so that's what's up with artificial intelligence. what about the malware accusation?

to be clear on this: **poptropica legacy does not currently contain malware**, but rather contains an auto-updating mechanism that could be used to execute arbitrary data on a computer at any time.

(the entire section where i addressed this in my initial response)

the initial announcement ping also does not state this either:



access to your computer. While there does not seem to be any malicious use currently this feature has no need to be there and makes the game VERY UNSAFE and could result in the easy transfer of malware. The game auto updates without user input or consent which

On top of this, there is a claim that Legacy has been “vibe coded” by AI coding agents, so I’d like to make this clear: AI coding agents were involved in its creation, but they did not singlehandedly create the project – much of the work was done manually.

there is a dubious claim at best, and prior evidence of the way hputerpop uses artificial intelligence suggests that this is false.

This is different than, say, a large company replacing workers with AI to increase profits - I am a single indie developer using AI as a tool to create something that no one else had yet attempted.

this is irrelevant. in fact, this can be compared to him saying my changes are minimal because poptropica had already created the base game. i am also a solo developer. the curation was created out of my own passion for the game, and was done from complete scratch alone, in the middle of the night. him stealing it is equivalent to what artificial intelligence does as a whole, but that’s a very complex discussion that isn’t relevant to the underlying problems here.

Niko has also claimed that the various bugs are due to “vibe coding”, but this is not the case - the bugs that exist currently are due to the many large changes I made to the base game (60 FPS, large viewport, etc) that broke special hard-coded portions of island quests and must be manually patched.

nowhere in my response did i state that the cause of the bugs was from vibe coding. the majority of my argument against the usage of ai was the fact that you are profiting off of

layers on top of my original code that were not even created by you. not only that, the bugs that currently exist are **not** entirely caused by your viewport and 60fps changes, the most notable ones. lets examine the (already non-exhaustive) list from the last response, but with the ones that are related to hputerpop's quality of life changes crossed out:

- ~~the game was forced into 16:9 when all the assets were created for 4:3, breaking half the textures and popups~~
- all of the miniquiest cards are completely broken (which were ported or made from scratch by me)
- ~~the as3 menu box was replaced with as2 controls, completely breaking monkey wrench island because it requires the menu~~
- common rooms in as2 are completely broken (but work in as3 because \*i\* fixed them)
- as2 has ad scene transitions that lock you in place
- target jumping in as3 does not work
- lunar colony island randomly softlocks when picking up the earpiece

wow! that's a whole two problems caused by his design choices.

All this taken into consideration, I believe it's fairly obvious that they are on a pointless witch hunt, and it's very opposed to the spirit of Poptropica & our community.

this is incredibly obvious emotional pandering.

Anyone who genuinely loves Poptropica will see the value in having something like Legacy - it's preserving and restoring what we should've gotten all along.

legacy did not preserve nor restore anything other than extras, the flashpoint curation that i worked on did that.

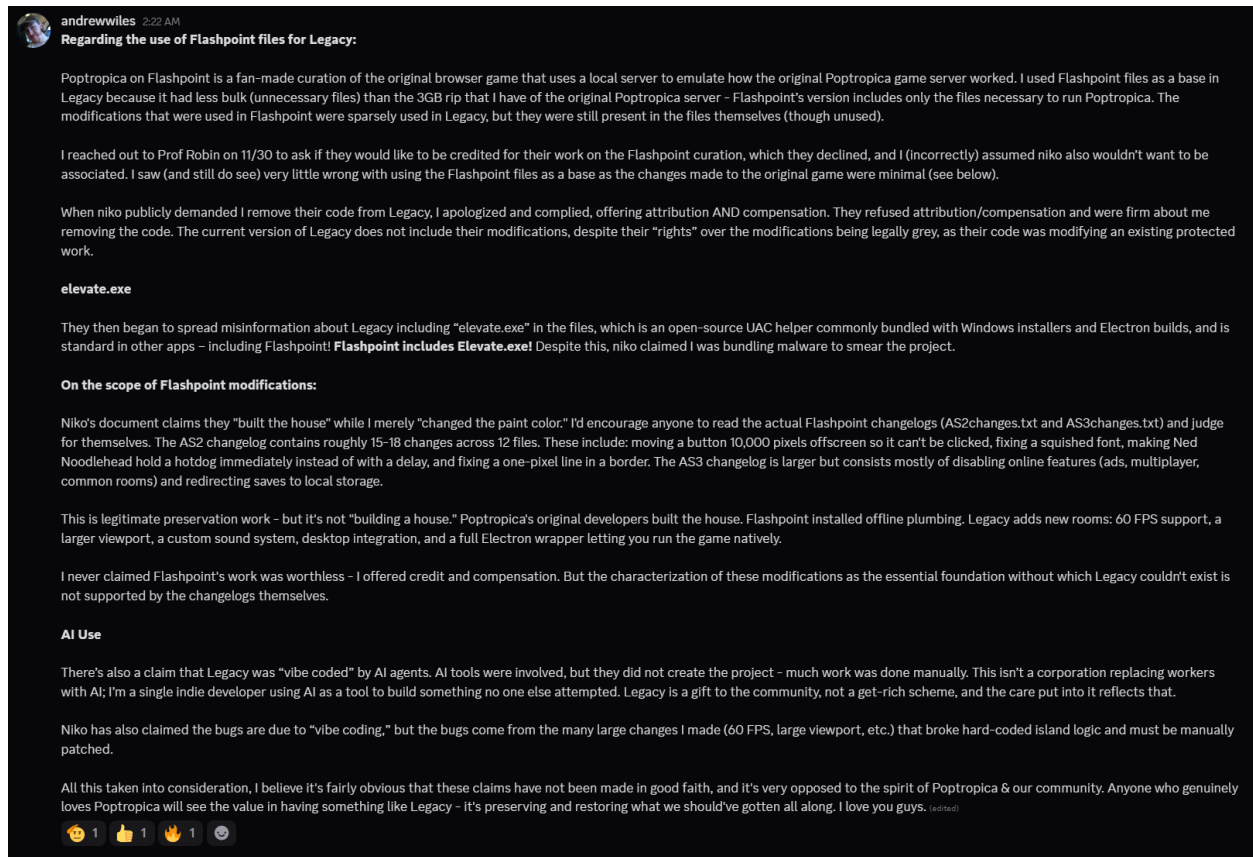
## **(not actually the) conclusion**

this entire response is full of misleading lies, and even explicitly states he *still* doesn't think it's a big deal that he took my work. this is atrocious behavior, and shouldn't be tolerated. regardless of the "improvements" he's done to my work, almost none of this addresses the fact he made a profit off of it other than the thing.

**i'd like to also note that hputerpop did not address his removal of my posts, banning and misleading response on itch.io in any way**

# OOPS, that's not the real conclusion!

while writing this, hputerpop decided to revise his response a sixth time, so let's go over the changes! here's the entire (new) message, but i'll of course be placing the changed excerpts in my response.



notably, this update was an hour and a half later, he still attests that my changes were minimal.

Niko's document claims they "built the house" while I merely "changed the paint color." I'd encourage anyone to read the actual Flashpoint changelogs (AS2changes.txt and AS3changes.txt) and judge for themselves. The AS2 changelog contains roughly 15-18 changes across 12 files. These include: moving a button 10,000 pixels offscreen so it can't be clicked, fixing a squished font, making Ned Noodlehead hold a hotdog immediately instead of with a delay, and fixing a one-pixel line in a border. The AS3 changelog is larger but consists mostly of disabling online features (ads, multiplayer, common rooms) and redirecting saves to local storage.

the as2 changelog not only does not contain all of the as2 <-> as3 compatibility features (that would be redundant), but was not the main focus, as as2 was *already supported in flashpoint at the time*. this response almost completely ignores and shoves off the work

done to as3, and, as stated in the original document and earlier in this document, **is not an exhaustive list of changes.**

This is legitimate preservation work - but it's not "building a house." Poptropica's original developers built the house. Flashpoint installed offline plumbing. Legacy adds new rooms: 60 FPS support, a larger viewport, a custom sound system, desktop integration, and a full Electron wrapper letting you run the game natively.

let's get this out of the way. legacy does not add new content to the original game, and the changes done are not fully functional. regardless of the changes that hputerpop has done, they are still based on my work, so they are irrelevant. i have previously expressed to him that the changes that he have done have no bearing on my response to what he's done. the last two mentioned on this list are also completely irrelevant.

desktop integration can be done with flashpoint by creating a shortcut, and "a full electron wrapper" means nothing, as electron is just chromium, the competing browser framework to gecko, the framework for flashpoint's in-built **native basilisk browser based on firefox**. there is almost no difference between the two.

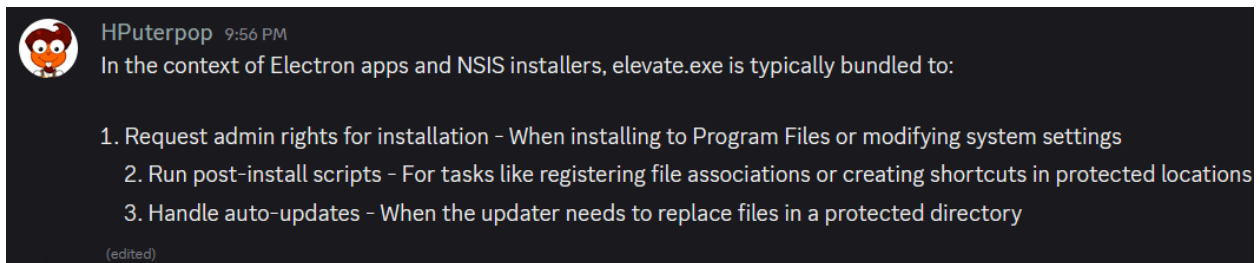
All this taken into consideration, I believe it's fairly obvious that these claims have not been made in good faith, and it's very opposed to the spirit of Poptropica & our community. Anyone who genuinely loves Poptropica will see the value in having something like Legacy - it's preserving and restoring what we should've gotten all along. I love you guys.

this was changed from "pointless witch hunt", a broad statement referring to any backlash, to a direct attack on me with "claims not made in good faith". there is no excuse for stealing work, and if anything is in bad faith, the rampant deceit shown throughout your response shows that *you're* acting in bad faith.

my responses are very objective, compared to hputerpop's very emotionally charged response. he has shown repeatedly to lie, both in his messages before and in his response. i do not believe this is acceptable behavior.

i would also like to again, reiterate that hputerpop's responses have very telltale signs of ai writing in the way it's written, especially with the overuse of dashes (which claude uses instead of em-dashes, and artificially generated text commonly contains these). he may have absorbed this into his writing style by how often he talks to ai, but he initially responded to the announcement with an ai generated message:

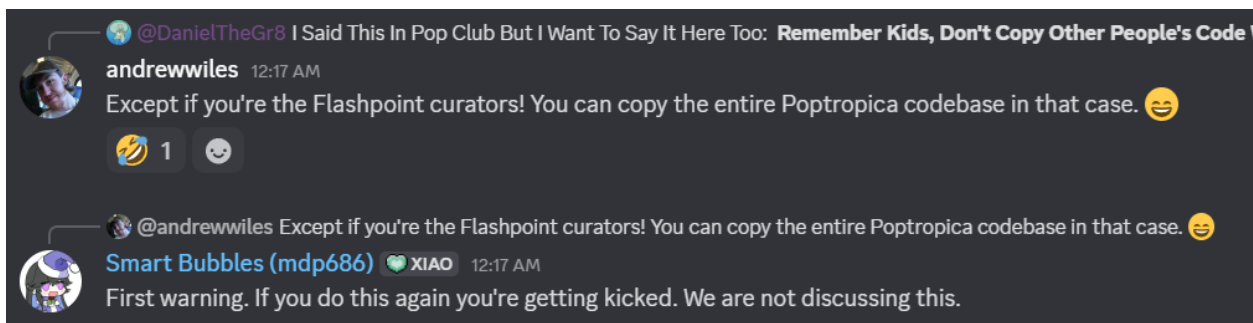
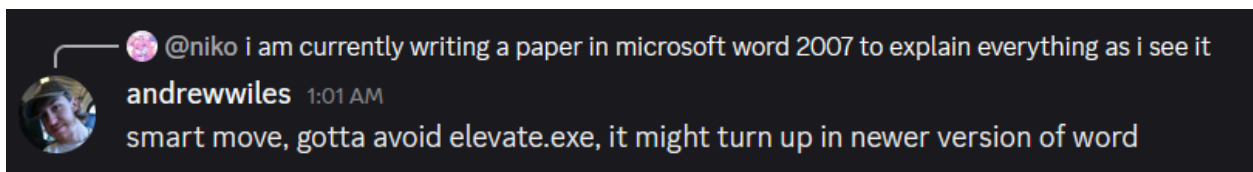




note specifically the "in the context of" in the beginning, along with the dashes that are also present. this does not line up with his normal speech, and is clearly copy-pasted (obvious because of the incorrect indentation on the numerical list).

all of this leads me to believe that his statements about not relying on artificial intelligence are completely false, along with the evidence already presented in both of my documents.

he has been antagonistic in public messages repeatedly due to his argument falling apart:



this argument is hypocritical, and does not acknowledge that the original code of a legacy game that was paid for by employership is not equivalent to time spent on hobby projects by a single individual.

## real conclusion

hputerpop has repeatedly lied throughout his statements, changed his response to make me look like a bad person, and, of course, did all the things mentioned in the previous document. i do not believe he is creating responses out of defense, but malice towards me, when he was the one who initially made poor decisions.



thanks for reading, and as a gift, have a picture of the  
afformentioned cat!

