

Const Agility Introduces iplay.free, a Father-and-Son Games Site Built With AI

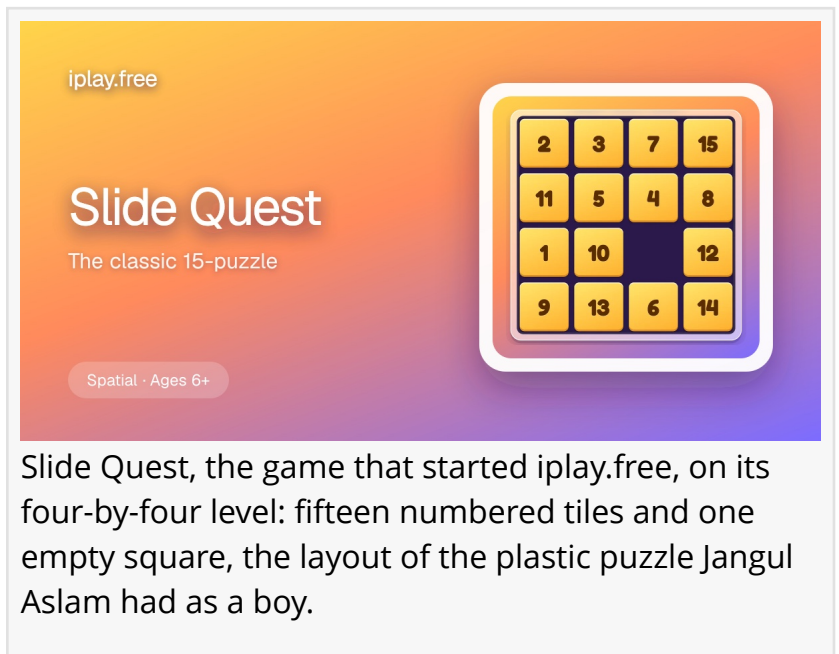
Founder Jangul Aslam and his high-school son, Adiv, began iplay.free in May 2026 by using AI to rebuild a plastic sliding puzzle from Aslam's childhood.

FRISCO, TX, UNITED STATES, October 6, 2026 /EINPresswire.com/ -- Const Agility, LLC, a Texas software company, has introduced iplay.free, a website of browser games that founder Jangul Aslam builds with his son, Adiv, a high-school student, using AI. The two divide the work: Adiv selects which games to make, father and son build each one together with AI, and Adiv then tests it before it is published. The site, which became available in May 2026, began when the pair used AI to rebuild a plastic sliding puzzle from Aslam's childhood.

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Learning to work alongside AI — to choose what's worth making, build it, test it, and tell good from not-good-enough — may be the most useful skill we can practise together.”

Jangul Aslam, founder of Const Agility, LLC, publisher of iplay.free



Slide Quest, the game that started iplay.free, on its four-by-four level: fifteen numbered tiles and one empty square, the layout of the plastic puzzle Jangul Aslam had as a boy.

Aslam describes the project as a way for him and his son to learn to work alongside AI. "I grew up with a plastic puzzle; Adiv is growing up in a world where he can imagine something on a Friday and build it by Sunday," he said.

Background

The puzzle Aslam had as a boy held fifteen numbered tiles in a four-by-four frame, with one empty square. The goal was to slide the tiles until the numbers were back in order. Four decades later, the puzzle came up while Aslam was teaching Adiv about generative AI, and Aslam suggested they ask the AI assistant Claude to rebuild it.

Father and son asked Claude for a version for children, with difficulty levels, pictures instead of

numbers, and boards that shuffle themselves yet always remain solvable. That last request reflects a known property of the puzzle: mathematicians proved in 1879 that half of all possible arrangements of its fifteen tiles cannot be solved.

"About fifteen minutes later, in May 2026, we were playing it — and it was genuinely good," Aslam said. That game, [Slide Quest](#), was their first. The pair kept building that weekend, and by Sunday night they had made six games. Because the games ran in a web browser, the only step left was to put them online. Father and son arranged hosting, chose a name and published the games as iplay.free.

Working With AI

Building software by describing it in plain language to an AI assistant, as the two do, is often called vibe coding. AI researcher Andrej Karpathy coined the term in a post on X on February 2, 2025, and Collins Dictionary named vibe coding its Word of the Year for 2025.

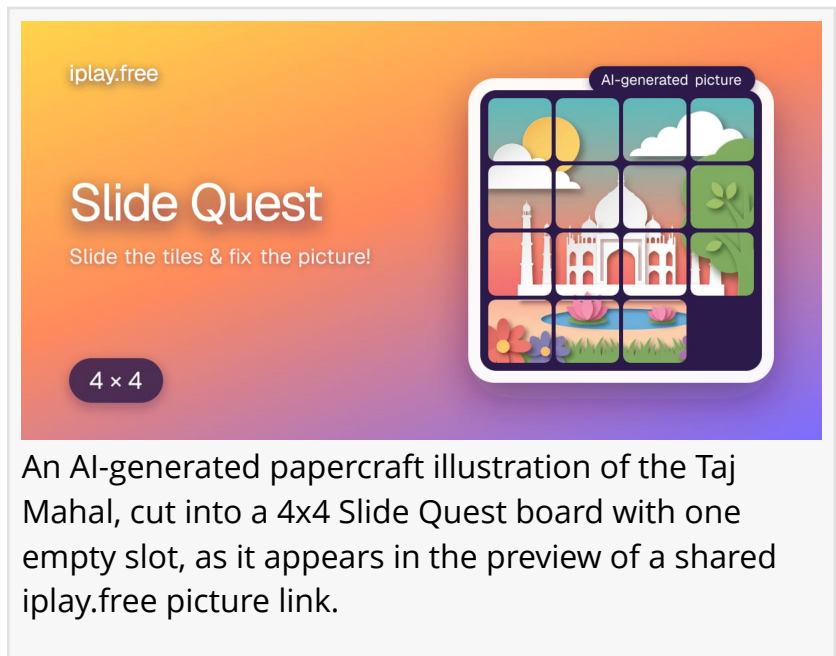
In a report published in February 2026, Pew Research Center found that 64% of U.S. teens ages 13 to 17 reported using AI chatbots, and just over half of parents of teens said they had talked to their teen about chatbots.

"He's still in high school," Aslam wrote of Adiv on the site's [About page](#), "and learning to work alongside AI — to choose what's worth making, build it, test it, and tell good from not-good-enough — may be the most useful skill we can practise together. iplay.free is how we practise it in the open."

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About iplay.free

iplay.free is a website of browser games that carries no advertising and requires no account. It was started in May 2026 by Jangul Aslam and his son, Adiv, and offers puzzle, word, board, card and other games in multiple languages. It is published by Const Agility, LLC, a software company based in Texas, United States. More information is available at <https://www.iplay.free>.



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