

# Process & Decision Documentation

Assignment: Week 5 Side Quest Reflective Camera World

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## Project/Assignment Decisions

One significant decision I made was to extend the world width significantly beyond the original size in levels.json and allow the player to continue forward until the end of the world, where the game resets back to the beginning. I chose this instead of adding a second level because I wanted a seamless, meditative scrolling experience rather than a hard scene transition. This decision reinforced the Week 5 concept of world space being larger than screen space Week 5 and allowed the camera system to fully demonstrate smooth horizontal movement using lerp.

## Side Quests and A4 (Individual Work)

Keep this section brief, typically 2 to 4 sentences.

Focus on:

- One significant decision or change you made
- Why you made it
- What effect it had on the work

Examples:

- Simplifying a mechanic so it functioned correctly
- Changing an approach after something failed
- Deciding not to pursue an idea due to time or technical limitations

You are not expected to document every alternative or iteration

## Role-Based Process Evidence

### Entry Header

Name: Emily Sharpe

Role(s): Designer

Primary responsibility for this work: Extending the world system and implementing camera based looping behaviour

#### *Goal of Work Session*

- Extend the world so it scrolls far beyond the screen.
- Allow gaps (player can fall and restart).
- Make reaching the end of the world reset to the beginning.
- Maintain smooth camera motion using lerp.

#### Tools, Resources, or Inputs Used

- Lecture slides on Camera Systems
- Existing modular structure (Camera2D.js, WorldLevel.js, BlobPlayer.js)
- levels.json world configuration
- VSCode
- GitHub commits
- ChatGPT 5.2 (debugging + process clarification)

#### *GenAI Documentation*

**Date Used:** February 19, 2026

**Tool Disclosure:** ChatGPT 5.2

#### **Purpose of Use:**

- Clarifying how to extend the world size correctly
- Understanding how to reset the player when reaching world width
- Structuring this process document

#### **Summary of Interaction:**

GenAI helped clarify the logic difference between creating a new level and simply increasing the world.w parameter. It also suggested checking the player's x-position against world width and resetting position.

#### **Human Decision Points:**

- I chose not to create a second level JSON entry.
- I rejected adding complex transitions and instead used a simple positional reset.
- I manually edited levels.json rather than auto-generating platforms.

**Integrity & Verification Note:**

I verified logic by testing the reset behaviour in-browser and checking that camera constraints still functioned correctly using constrain() logic from lecture.

**Scope of GenAI Use:**

GenAI did not write the full implementation. It was used only for conceptual clarification and documentation support.

**Limitations or Misfires:**

Some suggestions initially leaned toward multi-level systems, which was not my goal. I simplified the implementation to match assignment scope.

*Summary of Process (Human + Tool)*

- Reviewed Week 5 lecture on world space vs. screen space to better understand how camera translation works
- Increased the world width in the JSON configuration to extend horizontal scrolling.
- Expanded the ground platform so the player could continue moving right, leaving gaps for fall-and-restart moments.
- Added a reset at the world's edge instead of creating a new level, producing a seamless looping experience.
- Tested falling, boundary reach, and camera behaviour, adjusting until the reset felt smooth and avoided camera snapping.

*Decision Points & Trade-offs*

Decision 1: Extend Single Level vs Add New Level

Options Considered:

- Add a second JSON level
- Extend the existing world

What Changed: I extended the existing world width instead of creating multiple levels.

Why: The assignment prompt emphasized a reflective scrolling experience Week 5 - part 2 A continuous world better supported that tone.

### *Verification & Judgement*

I evaluated my decisions by:

- Checking camera smoothness (lerp still applied properly)
- Confirming constrain() still prevented camera overscroll
- Testing fall-and-restart logic
- Ensuring no console errors in index.html load order
- I re-read the Side Quest brief to ensure the experience felt meditative and scrolling-focused.

### *Limitations, Dead Ends, or Open Questions*

- I did not implement hidden symbols (bonus feature).
- The reset is abrupt rather than narratively integrated.
- The world is still manually built rather than procedurally generated.
- Future improvement: Add subtle background shifts or symbolic elements for emotional pacing

## **Appendix**

Please include a full transcript of your conversation with the GenAI. GenAI transcripts are used for transparency and verification only and are not assessed for writing quality or completeness.

**Note:** If GenAI is used in another language, you must include both the original language and a translated transcript in the appendix

<https://chatgpt.com/share/6997553d-6018-800a-955a-13921cb27fec>