

# Process & Decision Documentation

I tried to redesign the game by changing the platform layout and recoloring the visuals to pink so the experience felt different from the original game.

## Role-Based Process Evidence

### Entry Header

Name: Jasmine Cabrera

Role(s): Designer and developer

Primary responsibility for this work: Modifying the game, visuals and platforms

### *Goal of Work Session*

Trying to redesign the existing game by changing the platform positions, colors and movement feel so it would feel different.

### Tools, Resources, or Inputs Used

- P5.js editor
- the original side quest game files
- lecture notes on interaction and iteration
- ChatGPT 5.2 (for debugging and code checking)

### *GenAI Documentation*

**Date Used:** Feb 2026 (fixed)

**Tool Disclosure:** ChatGPT 5.2

**Purpose of Use:** Debugging, checking JavaScript logic and verifying platform collision and movement code.

**Summary of Interaction:** ChatGPT helped me review my p5.js code, including the floor Y-position, gravity values and collision logic. And confirmed if my platform arrays and blob movement would work after I changed the layout and colors.

**Human Decision Point(s):** I chose which platforms to change and colors to keep. I ignored or adjusted some suggested values when they made the game feel too fast or unbalanced.

**Integrity & Verification Note:** I tested all changes directly in the 05.js sketch to make sure the blob moved correctly, collisions worked and the game still ran.

**Scope of GenAI Use:** GenAI did not design the game, choose the layout, or decide the visual style.

**Limitations or Misfires:** The tool sometimes suggested physics values that made the blob jump too high, etc.

#### *Summary of Process (Human + Tool)*

- Changed the background colour to pink
- Moved the platforms

#### *Decision Points & Trade-offs*

Describe one or two key decisions you made:

- Focus on the visual style 2 colours black and pink
- Different platforms sections

#### *Verification & Judgement*

- Playtesting
- Landing on the platforms

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

- I didn't add much advanced features like enemies or scoring because of time constraints.

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

I am working on a p5.js platformer. I changed my platform layout and colors and want to make sure my code still runs correctly. Here is my current code:

*(full game code provided)*

#### **ChatGPT:**

Your code structure is valid and should run in p5.js as written. The platform array is formatted correctly and your floor Y-position (`floorY3 = height - 36`) is consistent with how the floor platform is created. Your collision logic using an AABB box for the blob is implemented correctly and will allow the blob to land on platforms, hit the sides and collide with the underside.

The gravity, friction and jump velocity values are reasonable for a platformer and should result in smooth movement. Your input handling for A/D, arrow keys and jumping is also implemented correctly.

The pink color values (`fill(255, 20, 147)`) are applied consistently to both platforms and the blob, so the new color scheme will display as intended.

**User:**

Can you check if my blob movement and collision will still work after I changed the platform positions?

**ChatGPT:**

Yes. Because the collision system loops through the platforms array, any changes to platform positions will automatically be handled by the existing collision logic. As long as the platforms remain rectangular objects with x, y, w and h values, the blob will still be able to land on them and collide properly.

Your step-by-step approach (horizontal movement first, then vertical) prevents the blob from tunneling through platforms and ensures stable collision response.

**User:**

Is there anything obviously wrong with this code...

**ChatGPT:**

No major issues are present. The game loop, drawing functions and collision checks are all consistent. If anything feels off in gameplay, it would likely be due to tuning values (gravity, friction or jump height) rather than logic errors. These can be adjusted through playtesting.