

Process & Decision Documentation

Side Quests and A4 (Individual Work)

Keep this section brief, typically 2 to 4 sentences.

Focus on:

- One significant decision or change you made
 - A significant change I made was increasing the points and wobble (edge deformation amount) as well as increasing the air friction.
- Why you made it
 - I made this change to make the platform game appear more panicked.
- What effect it had on the work
 - The affect it had as make the platform game a little more difficult to complete.

Role-Based Process Evidence

If GenAI was used to support planning, coordination, or role management, this should be noted briefly here as part of the process evidence. Deeper reflection on how GenAI affected teamwork, fairness, and coordination over time belongs in the GenAI Reflections (A4).

Entry Header

Name: Fiffy Olafenwa

Role(s): Coder

Primary responsibility for this work: Changing the code.

Goal of Work Session

I was trying to achieve changing the emotion of the game to resemble panic.

Current Repository: GBD302_W2_Example03

Current Branch: main

Push origin: Last fetched 12 m...

Update sketch.js

Increased the wobble frequency as well number of points

Folafewn -> 34cf601

1 changed file: sketch.js

```

@@ -9,9 +9,9 @@ let blob3 = {
 9  9
10 10 // Visual properties
11 11 r: 26, // Base radius
12 - points: 60, // Number of points used to draw the blob
12 + points: 100, // Number of points used to draw the blob
13 13 wobble: 30, // Edge deformation amount
14 - wobbleFreq: 0.9,
14 + wobbleFreq: 1.9,
15 15
16 16 // Time values for breathing animation
17 17 t: 0,

```

Current Repository: GBD302_W2_Example03

Current Branch: main

Push origin: Last fetched 12 m...

decreased light friction, and change background and blob colour

Folafewn -> ffa040f

1 changed file: sketch.js

```

@@ -31,7 +31,7 @@ let blob3 = {
31 31 onGround: false, // True when standing on a platform
32 32
33 33 // Friction
34 - frictionAir: 0.095, // Light friction in air
34 + frictionAir: 0.445, // Light friction in air
35 35 frictionGround: 0.88, // Stronger friction on ground
36 36
37 37 }

@@ -63,10 +63,10 @@ function setup() {
63 63 }
64 64
65 65 function draw() {
66 - background(240);
66 + background(200, 0, 0);
67 67
68 68 // ---- Draw all platforms ----
69 - fill(200);
69 + fill(255, 165, 0);
70 70 for (const p of platforms) {
71 71 rect(p.x, p.y, p.w, p.h);
72 72 }

```

Current Repository: GBDA302_W2_Example03

Current Branch: main

Push origin: Last fetched 12 m...

Colour Change

Change platforms to black to match colour change of block

Folafewn -> 00285cb

1 changed file: sketch.js

```

@@ -66,7 +66,7 @@ function draw() {
  background(200, 0, 0);
}
// ---- Draw all platforms ---
- fill(255, 165, 0);
+ fill(0);
for (const p of platforms) {
  rect(p.x, p.y, p.w, p.h);
}

@@ -154,7 +154,7 @@ function overlap(a, b) {
}

// Draws the blob using Perlin noise for a soft, breathing effect
function drawBlobCircle(b) {
- fill(20, 120, 255);
+ fill(255, 165, 0);
beginShape();
for (let i = 0; i < b.points; i++) {
  ...
}

```

Current Repository: GBDA302_W2_Example03

Current Branch: main

Push origin: Last fetched 12 m...

Colour change and minor changes

- changed platform colour to black and changed friction

Folafewn -> 392ce36

1 changed file: sketch.js

```

@@ -11,7 +11,7 @@ let blob3 = {
  r: 26, // Base radius
  points: 100, // Number of points used to draw the blob
  wobble: 30, // Edge deformation amount
- wobbleFreq: 1.9,
+ wobbleFreq: 1.5,
}

// Time values for breathing animation
t: 0,
@@ -31,8 +31,8 @@ let blob3 = {
  onGround: false, // True when standing on a platform
}

// Friction
- frictionAir: 0.445, // Light friction in air
- frictionGround: 0.88, // Stronger friction on ground
+ frictionAir: 0.555, // Light friction in air
+ frictionGround: 0.95, // Stronger friction on ground
};

// List of solid platforms the blob can stand on
@@ -66,7 +66,7 @@ function draw() {
  background(200, 0, 0);
}
// ---- Draw all platforms ---
- fill(200);
+ fill(0);
for (const p of platforms) {
  rect(p.x, p.y, p.w, p.h);
}


```

The screenshot shows a GitHub repository interface. At the top, there are three dropdown menus: 'Current Repository' set to 'GBDA302_W2_Example03', 'Current Branch' set to 'main', and 'Push origin' with a status of 'Last fetched 11 m...'. Below these are two tabs: 'Changes' and 'History', with 'History' being the active tab. A search bar says 'Select Branch to Compare...'. The main area displays a commit history for the 'main' branch:

- Update .DS_Store (Folafew - 14 days ago)
- Colour change and minor ch... (Folafew - 14 days ago)
- Colour Change (Folafew - 14 days ago)
- decreased light friction, and ... (Folafew - 14 days ago)
- Update sketch.js (Folafew - 14 days ago)
- Update sketch.js** (Folafew - 14 days ago) **(selected)**
- Create .DS_Store (Karen Cochrane - 14 days ago)
- Example 3 Added (Karen Cochrane - 14 days ago)
- Initial commit (Karen Cochrane - 14 days ago)

The selected commit, 'Update sketch.js', has a detailed view on the right. It shows the file 'sketch.js' with a diff between the current state and the commit 'c0f8fe9'. The diff highlights changes in lines 12 and 13. The commit message is 'Increased number of points and increased edge deformation'.

```
@@ -9,8 +9,8 @@ let blob3 = {
 9   9
10  10   // Visual properties
11  11   r: 26, // Base radius
12 - 12   - points: 48, // Number of points used to draw the blob
13 + 13   + wobble: 7, // Edge deformation amount
14  14   + points: 60, // Number of points used to draw the blob
15 + 15   + wobble: 30, // Edge deformation amount
16  16   wobbleFreq: 0.9,
....
```

GenAI Documentation

No GenAI used for this task.