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
GBDA302_W2_Example03

Current Branch
main

Push origin
Last fetched 12 m...   6 ↑

Changes 1   History

Select Branch to Compare...

Update .DS_Store
Folafenw • 14 days ago   ↑

Colour change and minor ch...
Folafenw • 14 days ago   ↑

Colour Change
Folafenw • 14 days ago   ↑

decreased light friction, and ...
Folafenw • 14 days ago   ↑

Update sketch.js
Folafenw • 14 days ago   ↑

Update sketch.js
Folafenw • 14 days ago   ↑

Create .DS_Store
Karen Cochrane • 14 days ago

Example 3 Added
Karen Cochrane • 14 days ago

Initial commit
Karen Cochrane • 14 days ago

Update sketch.js

Increased the wobble frequency as well number of points

Folafenw -○- 34cf601   ⎘   +2 -2

1 changed file   sketch.js

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
GBDA302_W2_Example03

Current Branch
main

Push origin
Last fetched 12 m...   6 ↑

Changes 1   History

Select Branch to Compare...

Update .DS_Store
Folafenw • 14 days ago   ↑

Colour change and minor ch...
Folafenw • 14 days ago   ↑

Colour Change
Folafenw • 14 days ago   ↑

decreased light friction, and ...
Folafenw • 14 days ago   ↑

Update sketch.js
Folafenw • 14 days ago   ↑

Update sketch.js
Folafenw • 14 days ago   ↑

Create .DS_Store
Karen Cochrane • 14 days ago

Example 3 Added
Karen Cochrane • 14 days ago

Initial commit
Karen Cochrane • 14 days ago

decreased light friction, and change background and blob colour

Blob does not jump as high

Folafenw -○- f1a040f   ⎘   +3 -3

1 changed file   sketch.js

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: 0.995, // 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...   6 ↑

Changes 1   History

Select Branch to Compare...

Update .DS_Store
Folafenw • 14 days ago   ↑

Colour change and minor ch...
Folafenw • 14 days ago   ↑

Colour Change
Folafenw • 14 days ago   ↑

decreased light friction, and ...
Folafenw • 14 days ago   ↑

Update sketch.js
Folafenw • 14 days ago   ↑

Update sketch.js
Folafenw • 14 days ago   ↑

Create .DS_Store
Karen Cochrane • 14 days ago

Example 3 Added
Karen Cochrane • 14 days ago

Initial commit
Karen Cochrane • 14 days ago

Colour Change

Change platforms to black to match colour change of block

Folafenw -○- 00285cb   +2 -2

1 changed file   sketch.js

sketch.js

```
                    @@ -66,7 +66,7 @@ function draw() {
66   66                 background(200, 0, 0);
67   67
68   68                 // --- Draw all platforms ---
69      -               fill(255, 165, 0);
     69  +              fill(200);
70   70                 for (const p of platforms) {
71   71                   rect(p.x, p.y, p.w, p.h);
72   72                 }

                    @@ -154,7 +154,7 @@ function overlap(a, b) {
154  154
155  155                // Draws the blob using Perlin noise for a soft, breathing effect
156  156                function drawBlobCircle(b) {
157     -               fill(20, 120, 255);
     157 +              fill(255, 165, 0);
158  158                 beginShape();
159  159
160  160                 for (let i = 0; i < b.points; i++) {
```

Changes 1   History

Select Branch to Compare...

Update .DS_Store
Folafenw • 14 days ago   ↑

Colour change and minor ch...
Folafenw • 14 days ago   ↑

Colour Change
Folafenw • 14 days ago   ↑

decreased light friction, and ...
Folafenw • 14 days ago   ↑

Update sketch.js
Folafenw • 14 days ago   ↑

Update sketch.js
Folafenw • 14 days ago   ↑

Create .DS_Store
Karen Cochrane • 14 days ago

Example 3 Added
Karen Cochrane • 14 days ago

Initial commit
Karen Cochrane • 14 days ago

Colour change and minor changes

- changed platform colour to black and changed friction

Folafenw -○- 392ce36   +4 -4

1 changed file   sketch.js

sketch.js

```
                    @@ -11,7 +11,7 @@ let blob3 = {
11   11                 r: 26, // Base radius
12   12                 points: 100, // Number of points used to draw the blob
13   13                 wobble: 30, // Edge deformation amount
14      -               wobbleFreq: 1.9,
     14  +              wobbleFreq: 1.5,
15   15
16   16                 // Time values for breathing animation
17   17                 t: 0,

                    @@ -31,8 +31,8 @@ let blob3 = {
31   31                 onGround: false, // True when standing on a platform
32   32
33   33                 // Friction
34      -               frictionAir: 0.445, // Light friction in air
35      -               frictionGround: 0.88, // Stronger friction on ground
     34  +              frictionAir: 0.555, // Light friction in air
     35  +              frictionGround: 0.95, // Stronger friction on ground
36   36                 };
37   37
38   38                 // List of solid platforms the blob can stand on

                    @@ -66,7 +66,7 @@ function draw() {
66   66                 background(200, 0, 0);
67   67
68   68                 // --- Draw all platforms ---
69      -               fill(200);
     69  +              fill(0);
70   70                 for (const p of platforms) {
71   71                   rect(p.x, p.y, p.w, p.h);
72   72                 }
```

GenAI Documentation

No GenAI used for this task.