

Process & Decision Documentation

Side Quests and A4 (Individual Work)

A significant change I made was adding growths/spikes on the “ceiling” of the game to create an ominous feeling. I made this change to unsettle the player which had the effect of making playing an eerie experience.

Role-Based Process Evidence

Entry Header

Name: Fiffy Olafenwa

Role(s): Coder

Primary responsibility for this work: Updating and change the code to reflect an ominous sensation.

Goal of Work Session

I was trying to achieve an ominous sensation in the game evoking an unsettling emotion in the player.

GenAI Documentation

No GenAI used for this task.

Current Repository
Folafenw_sidequest_W5

Current Branch
main

Fetch origin
Last fetched 8 minutes ago

Changes

History

No Branches to Compare

Updated readme files
Folafenw • 8 minutes ago

Changed colour and camera pacing ...
Folafenw • 15 minutes ago

updated colours
Folafenw • 25 minutes ago

Updated spikes creation
Folafenw • 1 hour ago

Drew spikes
Folafenw • 2 hours ago

Added spikes to worldlevel.js
Folafenw • 2 hours ago

Added Spikes class
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Added readme file
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Saved
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

updated colours

Folafenw faddf04

1 changed file

WorldLevel.js

WorldLevel.js

@@ -3,7 +3,7 @@ class WorldLevel {

3 3 this.name = levelJson.name ?? "Level";

4 4

5 5 this.theme = Object.assign(

6 - { bg: "#F0F0F0", platform: "#C8C8C8", blob: "#1478FF" },

6 + { bg: "#ff703d", platform: "#0000", blob: "#1478FF" },

7 7 levelJson.theme ?? {},

8 8);

9 9

Current Repository
Folafenw_sidequest_W5

Current Branch
main

Fetch origin
Last fetched 8 minutes ago

Changes

History

No Branches to Compare

Updated readme files
Folafenw • 8 minutes ago

Changed colour and camera pacing ...
Folafenw • 15 minutes ago

updated colours
Folafenw • 25 minutes ago

Updated spikes creation
Folafenw • 1 hour ago

Drew spikes
Folafenw • 2 hours ago

Added spikes to worldlevel.js
Folafenw • 2 hours ago

Added Spikes class
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Added readme file
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Saved
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Updated spikes creation

Folafenw ec834e8

2 changed files

WorldLevel.js

WorldLevel.js

@@ -29,7 +29,7 @@ class WorldLevel {

29 29

30 30 // Spikes

31 31 this.spikes = (levelJson.spikes ?? []).map(

32 - (s) => new Spike(s.x, s.y, s.w, s.h),

32 + (s) => new Platform(s.x, s.y, s.w, s.h),

33 33);

34 34 }

35 35

levels.json

@@ -45,9 +45,9 @@ drawWorld() {

45 45

46 46 fill("#000020");

47 47 for (const s of this.spikes) triangle(

48 - s.x, s.y + s.h,

49 - s.x + s.w / 2, s.y,

50 - s.x + s.w, s.y + s.h,

48 + s.x, s.y,

49 + s.x + s.w / 2, s.y + s.h,

50 + s.x + s.w, s.y,

51 51);

52 52 }

53 53 }

Current Repository
Folafenw_sidequest_W5

Current Branch
main

Fetch origin
Last fetched 8 minutes ago

Changes

History

No Branches to Compare

Updated readme files
Folafenw • 8 minutes ago

Changed colour and camera pacing ...
Folafenw • 15 minutes ago

updated colours
Folafenw • 25 minutes ago

Updated spikes creation
Folafenw • 1 hour ago

Drew spikes
Folafenw • 2 hours ago

Added spikes to worldlevel.js
Folafenw • 2 hours ago

Added Spikes class
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Added readme file
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Saved
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Drew spikes
Folafenw • fc02cd8

1 changed file

WorldLevel.js

WorldLevel.js

@@ -42,5 +42,12 @@ drawWorld() {
42 42
43 43 for (const p of this.platforms) rect(p.x, p.y, p.w, p.h); // x,y = top-left [web:234]
44 44 pop();
45 +
46 + fill("#000020");
47 + for (const s of this.spikes) triangle(
48 + s.x, s.y + s.h,
49 + s.x + s.w / 2, s.y,
50 + s.x + s.w, s.y + s.h
51 +);
45 52
46 53 }

Current Repository
Folafenw_sidequest_W5

Current Branch
main

Fetch origin
Last fetched 8 minutes ago

Changes

History

No Branches to Compare

Updated readme files
Folafenw • 8 minutes ago

Changed colour and camera pacing ...
Folafenw • 15 minutes ago

updated colours
Folafenw • 25 minutes ago

Updated spikes creation
Folafenw • 1 hour ago

Drew spikes
Folafenw • 2 hours ago

Added spikes to worldlevel.js
Folafenw • 2 hours ago

Added Spikes class
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Added readme file
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Saved
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Added spikes to worldlevel.js
Folafenw • 0f15b38

1 changed file

WorldLevel.js

WorldLevel.js

@@ -26,6 +26,11 @@ class WorldLevel {
26 26 this.platforms = (levelJson.platforms ?? []).map(
27 27 (p) => new Platform(p.x, p.y, p.w, p.h),
28 28);
29 +
30 + // Spikes
31 + this.spikes = (levelJson.spikes ?? []).map(
32 + (s) => new Spike(s.x, s.y, s.w, s.h),
33 +);
29 34 }
30 35
31 36 drawWorld() {
+ }

Current Repository
Folafenw_sidequest_W5

Current Branch
main

Fetch origin
Last fetched 8 minutes ago

ChangesHistory

No Branches to Compare

Updated readme files
Folafenw • 8 minutes ago

Changed colour and camera pacing ...
Folafenw • 15 minutes ago

updated colours
Folafenw • 25 minutes ago

Updated spikes creation
Folafenw • 1 hour ago

Drew spikes
Folafenw • 2 hours ago

Added spikes to worldlevel.js
Folafenw • 2 hours ago

Added Spikes class
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Added readme file
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Saved
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Added Spikes class

Folafenw 54db7c4

3 changed files

levels.json

@@ -28,7 +28,9 @@

28 28

29 29 { "x": 1200, "y": 424, "w": 520, "h": 36 },

30 30 { "x": 1400, "y": 344, "w": 140, "h": 12 }

31 - }

31 + },

32 + "spikes": [{"x": 900, "y": 100, "w": 40, "h": 80},

33 + {"x": 1400, "y": 100, "w": 40, "h": 80}]

32 34 }

33 35 }

34 36 }

Current Repository
Folafenw_sidequest_W5

Current Branch
main

Fetch origin
Last fetched 9 minutes ago

ChangesHistory

No Branches to Compare

Updated readme files
Folafenw • 8 minutes ago

Changed colour and camera pacing ...
Folafenw • 15 minutes ago

updated colours
Folafenw • 25 minutes ago

Updated spikes creation
Folafenw • 1 hour ago

Drew spikes
Folafenw • 2 hours ago

Added spikes to worldlevel.js
Folafenw • 2 hours ago

Added Spikes class
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Added readme file
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Saved
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Update .DS_Store
Folafenw • 2 hours ago

Changed colour and camera pacing to be more unsettling

Folafenw d28a2b2

1 changed file

levels.json

@@ -4,13 +4,13 @@

4 4 {

5 5 "name": "Intro Steps",

6 6 "theme": {

7 - "bg": "#F0F0F0",

8 - "platform": "#C8C8C8",

9 - "blob": "#1478FF"

7 + "bg": "#1B1F3B",

8 + "platform": "#000000",

9 + "blob": "#ff7034"

10 10 },

11 11 "gravity": 0.65,

12 12 "jumpV": -11.0,

13 - "camera": { "lerp": 0.12 },

13 + "camera": { "lerp": 0.01 },

14 14 "world": { "w": 2400, "h": 360, "deathY": 560 },

15 15 "start": { "x": 80, "y": 220, "r": 26 },

16 16 "platforms": [

""

↓