

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

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Added readme file
Folafenw · 2 hours ago

Update .DS_Store
Folafenw · 2 hours ago

Saved
Folafenw · 2 hours ago

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WorldLevel.js

```

@@ -3,7 +3,7 @@ class WorldLevel {
  3   3   this.name = levelJson.name ?? "Level";
  4   4   this.theme = Object.assign(
  5   5   {
  6   6   -   { bg: "#F0F0F0", platform: "#C8C8C8", blob: "#1478FF" },
  6   6   +   { bg: "#ff7f34", platform: "#0000", blob: "#1478FF" },
  7   7   levelJson.theme ?? {}
  8   8   );
  9   9

```

WorldLevel.js

```

@@ -29,7 +29,7 @@ class WorldLevel {
 29  29   @@@ -29,7 +29,7 @@ class WorldLevel {
 30  30   // Spikes
 31  31   this.spikes = (levelJson.spikes ?? []).map(
 32  32   -   (s) => new Spike(s.x, s.y, s.w, s.h),
 32  32   +   (s) => new Platform(s.x, s.y, s.w, s.h),
 33  33   );
 34  34   }
 35  35
@@ -45,9 +45,9 @@ drawWorld() {
 45  45   @@@ -45,9 +45,9 @@ drawWorld() {
 46  46   fill("#000020");
 47  47   for (const s of this.spikes) triangle(
 48  48   -   s.x, s.y + s.h,
 49  49   -   s.x + s.w / 2, s.y,
 50  50   -   s.x + s.w, s.y + s.h
 48  48   +   s.x, s.y,
 49  49   +   s.x + s.w / 2, s.y + s.h,
 50  50   +   s.x + s.w, s.y
 51  51   );
 52  52   }
 53  53

```

Current Repository: Folafenw_sidequest_W5

Current Branch: main

Last fetched 8 minutes ago

Drew spikes

Folafenw -> fc02cd8

1 changed file

WorldLevel.js

```

42 42    @@ -42,5 +42,12 @@ drawWorld() {
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("#800020");
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 +    );
52 }
53 }
```

Current Repository: Folafenw_sidequest_W5

Current Branch: main

Last fetched 8 minutes ago

Added spikes to worldlevel.js

Folafenw -> 0f15b38

1 changed file

WorldLevel.js

```

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

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Current Repository Folafenw_sidequest_W5 Current Branch main Fetch origin Last fetched 9 minutes ago

Changes **History**

No Branches to Compare

Changed colour and camera pacing to be more unsettling ...
Folafenw · d28a2b2

1 changed file

		levels.json
4	4	{
5	5	"name": "Intro Steps",
6	6	"theme": {
7	-	"bg": "#F0F0F0",
8	-	"platform": "#CBCBCB",
9	-	"blob": "#1478FF"
7	+	"bg": "#1B1F3B",
8	+	"platform": "#000000",
9	+	"blob": "#fff7034"
10	10	},
11	11	"gravity": 0.65,
12	12	"jumpV": -1.0,
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": [