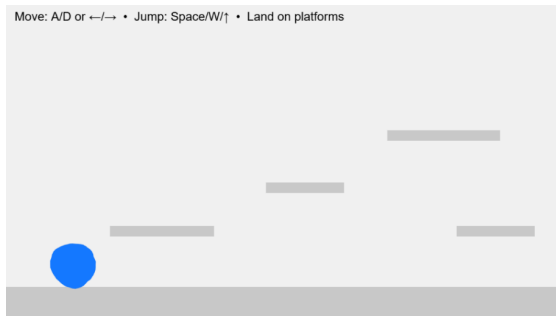# Process & Decision Documentation

Project/Assignment Decisions

Side Quests and A4 (Individual Work)

Redesigned the Blob Game's movement and environment to convey the emotion of joy. The code was modified to include a bright blue sky, rounded green grass platforms, and a bouncy yellow semi-rounded blob with instructions emphasizing to "have fun!" These changes to the game demonstrated a level of personalization and recognition of designing for emotional accessibility.
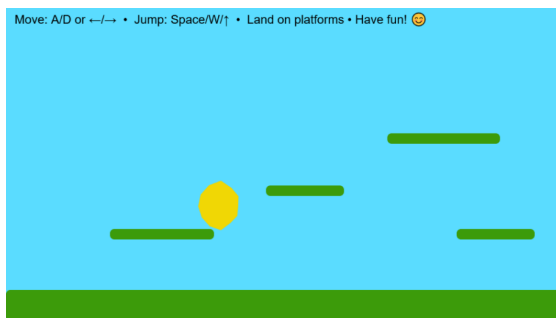
Default game:

Modified game:

Move: A/D or ←/→ • Jump: Space/W/↑ • Land on platforms • Have fun! 😊

Iterated changes:

Move: A/D or ←/→ • Jump: Space/W/↑ • Land on platforms • Have fun! 😊

Code Changes

Blob change

```
  ∨  ✛  4 ■■■■□  sketch.js  ⧉                                                    ⋯

   ⬆
  .....        @@ -9,8 +9,8 @@ let blob3 = {
   9    9
  10   10        // Visual properties
  11   11        r: 26, // Base radius
  12       -     points: 48, // Number of points used to draw the blob
  13       -     wobble: 7, // Edge deformation amount
       12   +    points: 5, // Number of points used to draw the blob
       13   +    wobble: 15, // Edge deformation amount
  14   14        wobbleFreq: 0.9,
  15   15
  16   16        // Time values for breathing animation
  .....
   ⬇
```

Emotional changes

Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also compare across forks or learn more about diff comparisons.

⇅ base: 5932d70ca63b6e3d0c37afa176... ▾ ← ... compare: 2598158e7e0d121808092421b2... ▾

| ⊸ 1 commit | ⊟ 2 files changed | ⚇ 1 contributor |

⊸ Commits on Jan 23, 2026

Emotional changes ⋯   ⧉ 2598158 <>
⬥ GiancarloHaidar committed 2 weeks ago ✓

⊟ Showing **2 changed files** with **41 additions** and **8 deletions.**   Split Unified

∨ 37 ■■■□ README.md ⧉   <> ▯ ⋯

```
       @@ -1,2 +1,35 @@
  1    - # ghaidar_sidequest_W1
  2    - Week 2 Side Quest
     1  + ## Project Title
     2  +
     3  + Side Quest Week 2: Blob Mover.
     4  +
     5  + ---
     6  +
     7  + ## Group Members
     8  +
     9  + Giancarlo Haidar, ghaidar, 21069200
    10  +
    11  + ---
    12  +
    13  + ## Description
    14  +
    15  + > This project lets users play as a blob traversing an obstacle course using keyboard inputs.
    16  + > It explores how emotion can be represented by mood states.
    17  +
    18  + ---
    19  +
    20  + ## Interaction Instructions
    21  +
    22  + > Press `W` or up arrow to jump up, press `A` or left arrow to move left, and press `D` or right arrow to move right.
    23  +
    24  + ---
    25  +
    26  + ## Assets
    27  +
    28  + > - `assets/sound/beep.mp3` (created in GarageBand)
    29  + > - `assets/image/background.png` (original artwork)
    30  +
    31  + ---
    32  +
    33  + ## References
    34  +
    35  + ---
```

∨ ⊕ 12 ■■■■ sketch.js ⧉   ⋯

```
       @@ -9,7 +9,7 @@ let blob3 = {
  9   9       // Visual properties
 10  10       r: 26, // Base radius
 11  11       r: 26, // Base radius
 12        -   points: 5, // Number of points used to draw the blob
     12   +   points: 12, // Number of points used to draw the blob
 13  13       wobble: 15, // Edge deformation amount
 14  14       wobbleFreq: 0.9,
 15  15
       @@ -24,7 +24,7 @@ let blob3 = {
 24  24       // Movement tuning
 25  25       accel: 0.55, // Horizontal acceleration
 26  26       maxRun: 4.0, // Maximum horizontal speed
 27        -   gravity: 0.65, // Downward force
     27   +   gravity: 0.45, // Downward force
 28  28       jumpV: -11.0, // Initial jump impulse
 29  29
 30  30       // State
       @@ -63,12 +63,12 @@ function setup() {
 63  63   }
 64  64
 65  65   function draw() {
 66        -   background(240);
     66   +   background(135, 206, 235);
 67  67
 68  68       // --- Draw all platforms ---
 69        -   fill(200);
     69   +   fill(124, 252, 0);
 70  70       for (const p of platforms) {
 71        -       rect(p.x, p.y, p.w, p.h);
     71   +       rect(p.x, p.y, p.w, p.h, 5);
 72  72       }
 73  73
 74  74       // --- Input: left/right movement ---
       @@ -154,7 +154,7 @@ function overlap(a, b) {
154 154       // Draws the blob using Perlin noise for a soft, breathing effect
155 155       function drawBlobCircle(b) {
156 156
157       -       fill(20, 120, 255);
    157   +       fill(202, 34, 96);
158 158           beginShape();
```

Emoji update

```
6 ■■■■ sketch.js

@@ -141,7 +141,11 @@ function draw() {
141  141       // --- HUD ---
142  142       fill(0);
143  143
144      -   text("Move: A/D or ←/→  •  Jump: Space/W/↑  •  Land on platforms", 10, 18);
     144  +   text(
     145  +     "Move: A/D or ←/→  •  Jump: Space/W/↑  •  Land on platforms • Have fun! 😊",
     146  +     10,
     147  +     18,
     148  +   );
145  149   }
146  150
147  151   // Axis-Aligned Bounding Box (AABB) overlap test
```

Blob update

```
4 ■■■■ sketch.js

@@ -24,7 +24,7 @@ let blob3 = {
24   24       // Movement tuning
25   25       accel: 0.55, // Horizontal acceleration
26   26       maxRun: 4.0, // Maximum horizontal speed
27      -   gravity: 0.45, // Downward force
     27  +   gravity: 0.1, // Downward force
28   28       jumpV: -11.0, // Initial jump impulse
29   29
30   30       // State

@@ -158,7 +158,7 @@ function overlap(a, b) {
158  158
159  159   // Draws the blob using Perlin noise for a soft, breathing effect
160  160   function drawBlobCircle(b) {
161      -   fill(202, 34, 96);
     161  +   fill(248, 214, 100);
162  162       beginShape();
163  163
164  164       for (let i = 0; i < b.points; i++) {
```

Blob gravity

```
2 ■■ sketch.js

@@ -24,7 +24,7 @@ let blob3 = {
24   24       // Movement tuning
25   25       accel: 0.55, // Horizontal acceleration
26   26       maxRun: 4.0, // Maximum horizontal speed
27      -   gravity: 0.1, // Downward force
     27  +   gravity: 0.25, // Downward force
28   28       jumpV: -11.0, // Initial jump impulse
29   29
30   30       // State
```

Colour changes

```
  v  ⊕ 6 ▪▪▪▪  sketch.js ⎘                                                                         ...

  ↥           @@ -63,10 +63,10 @@ function setup() {
  63    63      }
  64    64
  65    65      function draw() {
  66         -    background(135, 206, 235);
        66   +    background(90, 222, 255);
  67    67
  68    68        // --- Draw all platforms ---
  69         -    fill(124, 252, 0);
        69   +    fill(63, 155, 11);
  70    70        for (const p of platforms) {
  71    71          rect(p.x, p.y, p.w, p.h, 5);
  72    72        }
  ↓
  ↥           @@ -158,7 +158,7 @@ function overlap(a, b) {
  158   158
  159   159      // Draws the blob using Perlin noise for a soft, breathing effect
  160   160      function drawBlobCircle(b) {
  161        -    fill(248, 214, 100);
        161  +    fill(242, 215, 5);
  162   162      beginShape();
  163   163
  164   164      for (let i = 0; i < b.points; i++) {
  ↓
```

GenAI Documentation

No GenAI was used.