

# Process & Decision Documentation

## Project/Assignment Decisions

### Side Quests and A4 (Individual Work)

I made the decision to adjust the Y values for the start and instruction button constants in the mousePressed function. In my start screen file, after adjusting the spacing between the title and buttons to fit the image of the dice, I noticed that my buttons were no longer working. To fix this, I realized that I also had to adjust the Y values for the buttons inside the mousePressed function. Once I changed them to the new values I had picked in the drawStart function, the buttons started to work again.

#### *GenAI Documentation*

**Date Used:** Sunday, February 2<sup>nd</sup>, 2026

**Tool Disclosure:** ChatGPT 5.2

**Purpose of Use:** I used GenAI to generate the images of dice for the new storyline of my interactive game.

**Summary of Interaction:** The tool was able to produce 4 cartoon style images: The first was of two dice, the second was of one die, the third was of a die where the front face showed 1, and the fourth was of a die where the front face showed 2.

**Human Decision Point(s):** In generating these images, I had to adjust my prompts several times so that the tool could generate the appropriate visual for my game. The engine was giving me images of dice with blank faces or with the wrong number of pips.

**Scope of GenAI Use:** GenAI did not contribute to the dice idea of the game or to any code adjustments. I used the class example's logic and screen layout, I came up with the storyline idea of rolling dice on my own, and I used my own pre-existing knowledge about preloading images and displaying them to add the generated images to the game.

**Limitations or Misfires:** The tool didn't effectively follow my prompts for image generation. I originally wanted to make it possible to roll all 6 numbers on the die. I wanted the lose screen to display a random image from 1, 3, and 5 pips, and I wanted the win screen to display a random result from 2, 4, and 6 pips. However, the GenAI engine was not creating an image for any more pips than 2, despite my prompt clearly stating that I wanted the face to show 3 pips.

## Appendix

Generate a image of two cartoon style dice on a black background



Generate an image of a single cartoon style die on a black background



Generate 3 separate images of a cartoon-style die on a black background. In the first image, the face shows 1, in the second image the face shows 3, in the third image, the face

shows 5.



Generate an image of a cartoon-style die where the face shows 1



Generate the exact same image, but the face shows 2 instead



Generate an image of a cartoon-style die on a black background where the front face shows 1



Make the face showing one be facing the front



Generate the image so that no other face is visible except the front face with one on it



Generate the exact same image but with two dots on the front face instead of one, continue to make sure that no other face is visible except the front face



Generate the exact same image but with three dots on the front face instead of two, continue to make sure that no other face is visible except the front face



The front face should have THREE dots



Generate the exact same image but with three dots on the front face instead of two, continue to make sure that no other face is visible except the front face



that is two dots, generate the exact same image with THREE PIPS

