

# Process & Decision Documentation

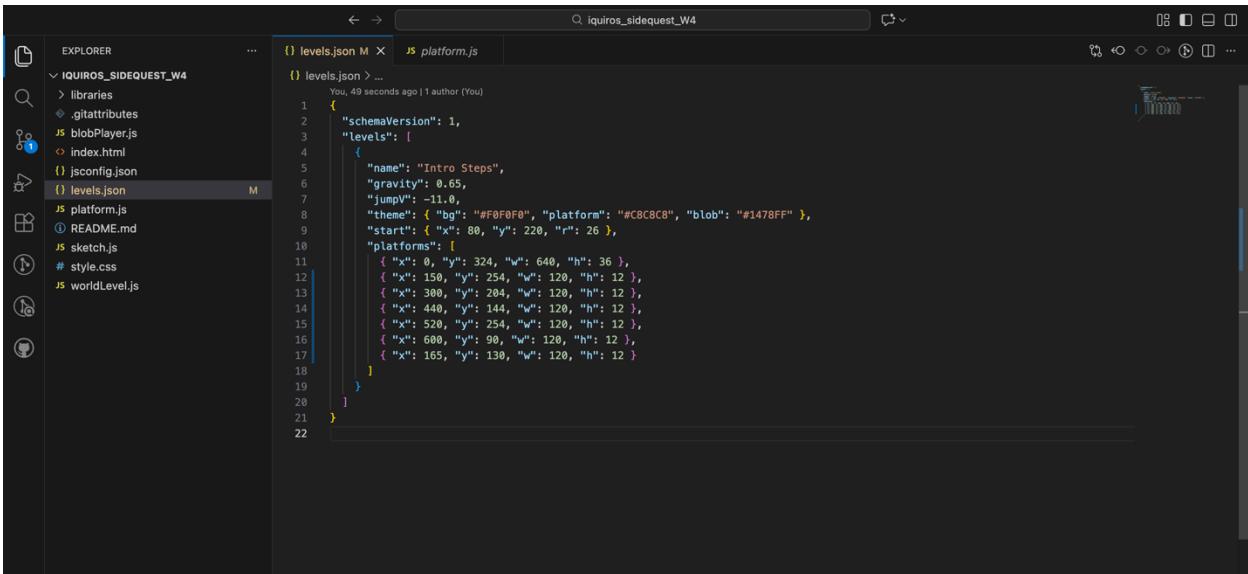
## Project/Assignment Decisions

At first, to adjust the platform levels in the blob game, I started by adding random new platforms scattered throughout the game world. However, I decided that instead, I wanted to adjust the whole layout of platforms. I did this by adjusting the width and height values for all the platforms in the JSON file so that they were the same. Then I made sure the X-values of the platforms were increasing by the same increment every time (150 pixels), and that the y-values were increasing/decreasing by the same increment every time (50 pixels).

### *GenAI Documentation*

GenAI was not used in this assignment.

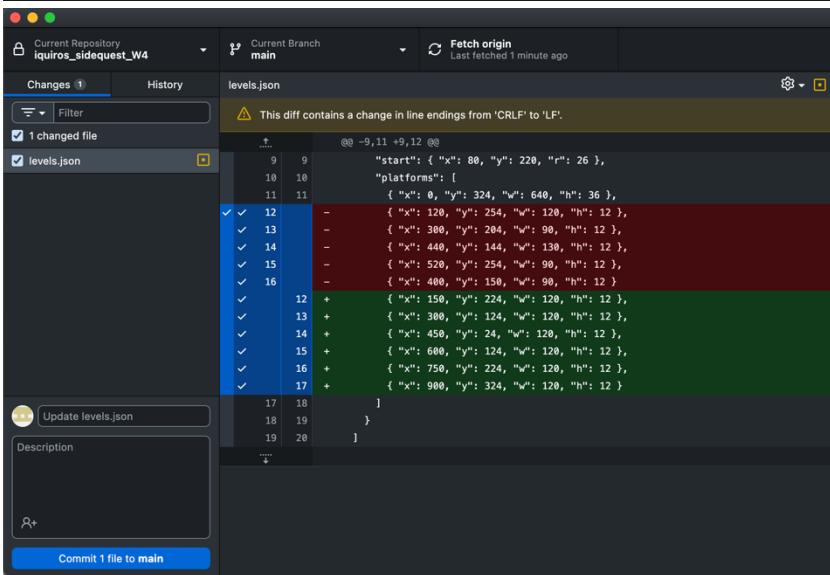
## Proof of Non-use



The screenshot shows a code editor interface with two tabs: 'levels.json' and 'platform.js'. The 'levels.json' tab is active, displaying the following JSON code:

```
1  {
2     "schemaVersion": 1,
3     "levels": [
4         {
5             "name": "Intro Steps",
6             "gravity": 0.65,
7             "jumpW": -11.0,
8             "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8", "blob": "#1478FF" },
9             "start": { "x": 80, "y": 220, "r": 26 },
10            "platforms": [
11                { "x": 0, "y": 324, "w": 640, "h": 36 },
12                { "x": 150, "y": 254, "w": 120, "h": 12 },
13                { "x": 300, "y": 204, "w": 120, "h": 12 },
14                { "x": 440, "y": 144, "w": 120, "h": 12 },
15                { "x": 520, "y": 254, "w": 120, "h": 12 },
16                { "x": 600, "y": 90, "w": 120, "h": 12 },
17                { "x": 165, "y": 130, "w": 120, "h": 12 }
18            ]
19        }
20    ]
21 }
```

The 'platform.js' tab is also visible, showing the file content.



The screenshot shows a GitHub commit interface for the 'levels.json' file. The commit message is 'Update levels.json'. The diff shows changes made to the 'levels.json' file:

```
diff --git a/levels.json b/levels.json
--- a/levels.json
+++ b/levels.json
@@ -9,11 +9,12 @@
     "start": { "x": 80, "y": 220, "r": 26 },
     "platforms": [
         { "x": 0, "y": 324, "w": 640, "h": 36 },
-        { "x": 128, "y": 254, "w": 120, "h": 12 },
-        { "x": 300, "y": 204, "w": 120, "h": 12 },
-        { "x": 440, "y": 144, "w": 120, "h": 12 },
-        { "x": 520, "y": 254, "w": 120, "h": 12 },
-        { "x": 600, "y": 90, "w": 120, "h": 12 },
-        { "x": 165, "y": 130, "w": 120, "h": 12 }
+        { "x": 156, "y": 224, "w": 120, "h": 12 },
+        { "x": 300, "y": 124, "w": 120, "h": 12 },
+        { "x": 456, "y": 24, "w": 120, "h": 12 },
+        { "x": 600, "y": 124, "w": 120, "h": 12 },
+        { "x": 756, "y": 224, "w": 120, "h": 12 },
+        { "x": 900, "y": 324, "w": 120, "h": 12 }
     ]
 
```

The commit message is 'Update levels.json' and the description is 'Description'. The commit button at the bottom is labeled 'Commit 1 file to main'.

File Explorer

- iquiros\_sidequest\_W4
- > libraries
- .gitattributes
- blobPlayer.js
- index.html
- jsonconfig.json
- levels.json M
- platform.js
- README.md
- sketch.js
- # style.css
- worldLevel.js

Search: iquieros\_sidequest\_W4

levels.json > ...

You, 28 seconds ago | 1 author (You)

```
1 {  
2   "schemaVersion": 1,  
3   "levels": [  
4     {  
5       "name": "Intro Steps",  
6       "gravity": 0.65,  
7       "jumpV": -11.0,  
8       "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8", "blob": "#1478FF" },  
9       "start": { "x": 80, "y": 220, "r": 26 },  
10      "platforms": [  
11        { "x": 0, "y": 324, "w": 640, "h": 36 },  
12        { "x": 150, "y": 224, "w": 120, "h": 12 },  
13        { "x": 300, "y": 124, "w": 120, "h": 12 },  
14        { "x": 450, "y": 24, "w": 120, "h": 12 },  
15        { "x": 600, "y": 124, "w": 120, "h": 12 },  
16        { "x": 750, "y": 224, "w": 120, "h": 12 },  
17        { "x": 900, "y": 324, "w": 120, "h": 12 }  
18      ]  
19    }  
20  ]  
21}  
22
```

OUTLINE

Timeline

main\* □ □ Launchpad □ 0 △ 0

Ln 22, Col 1 Spaces: 2 UTF-8 CRLF () JSON ⚙ Finish Setup ⚙ Port: 5500 ✓ Prettier ⚙

Intro Steps  
Move: A/D or ←/→ • Jump: Space/W/↑ • Next: N

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Move: A/D or ←/→ • Jump: Space/W/↑ • Next: N



