

Process & Decision Documentation

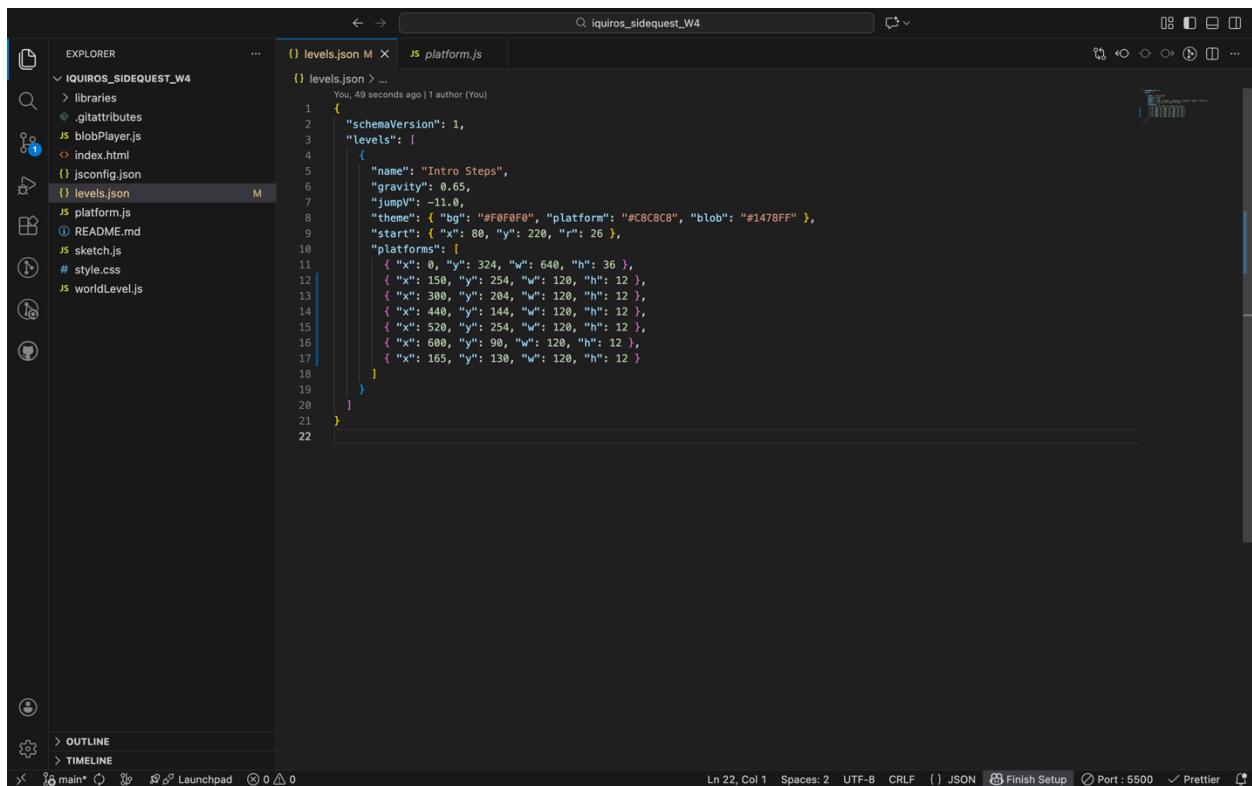
Project/Assignment Decisions

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

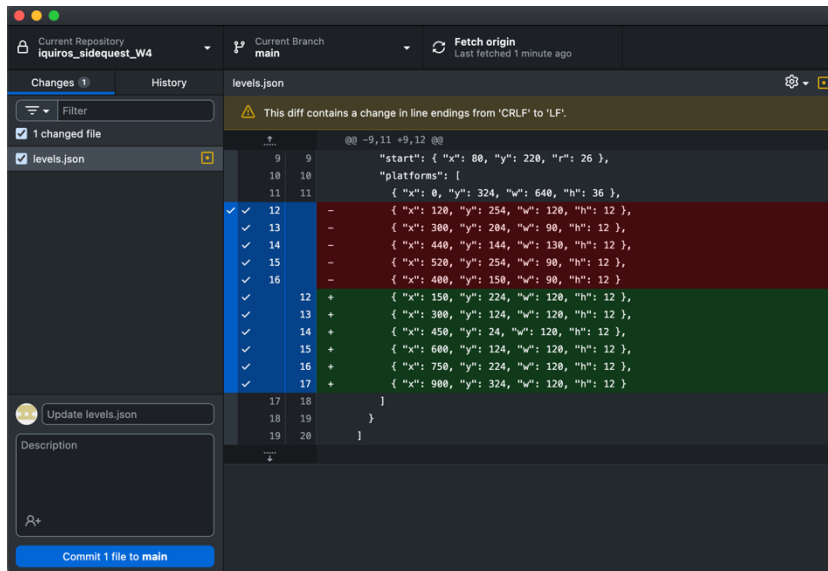
GenAI was not used in this assignment.

Proof of Non-use



The screenshot shows the Visual Studio Code editor interface. The Explorer panel on the left displays the file structure of the 'IQUIROS_SIDEQUEST_W4' project, including files like 'index.html', 'jsconfig.json', 'levels.json', 'platform.js', 'README.md', 'sketch.js', 'style.css', and 'worldLevel.js'. The 'levels.json' file is selected and its content is displayed in the main editor area. The JSON content is as follows:

```
{
  "schemaVersion": 1,
  "levels": [
    {
      "name": "Intro Steps",
      "gravity": 0.65,
      "jumpV": -11.0,
      "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8", "blob": "#1478FF" },
      "start": { "x": 80, "y": 220, "r": 26 },
      "platforms": [
        { "x": 0, "y": 324, "w": 640, "h": 36 },
        { "x": 150, "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 }
      ]
    }
  ]
}
```



The screenshot shows the Git GUI interface. The 'Current Repository' is 'IQUIROS_SIDEQUEST_W4' and the 'Current Branch' is 'main'. The 'Fetch origin' button is visible. The 'Changes' panel shows '1 changed file' and 'levels.json'. The 'Diff' panel shows the changes in 'levels.json' between the current branch and the origin. The diff highlights the following changes:

Line	Change	Content
12	-	{ "x": 120, "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": 400, "y": 150, "w": 90, "h": 12 }
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 }

The 'Commit' panel shows the 'Update levels.json' button and a 'Description' field. The 'Commit 1 file to main' button is at the bottom.

EXPLORER

IQUIROS_SIDEQUEST_W4

libraries

.gitattributes

blobPlayer.js

index.html

jsconfig.json

levels.json

platform.js

README.md

sketch.js

style.css

worldLevel.js

OUTLINE

TIMELINE

levels.json

platform.js

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
```

Ln 22, Col 1

Spaces: 2

UTF-8

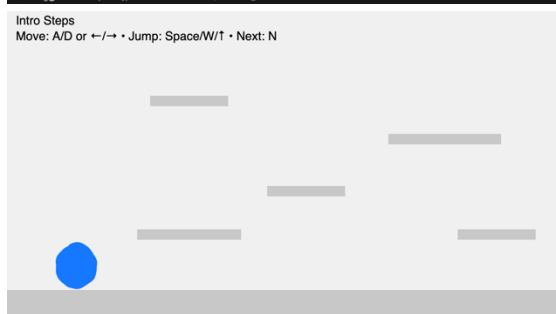
CRLF

() JSON

Finish Setup

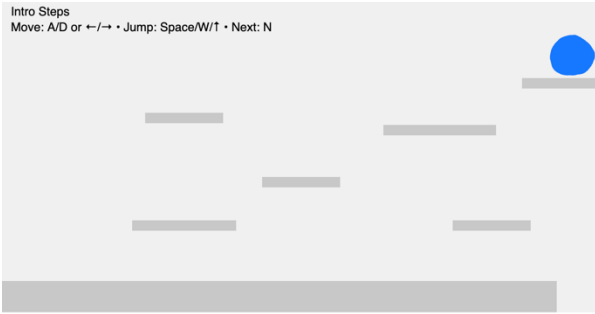
Port: 5500

Prettier



Intro Steps

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



Intro Steps

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



Intro Steps

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

