

Process and Decision Documentation

What I Was Trying to Do

The goal of this side quest was to redesign the blob's movement and environment to communicate a specific emotion. I chose frustration and focused on using physics, collision behaviour, and level layout rather than visuals alone. I also added a small mischief mechanic to allow interaction with objects in the environment.

Key Decision or Change

One key decision was to make the blob's movement feel abrupt and resistant by using snappy horizontal acceleration, heavy gravity, and strong ground friction. I also designed the environment with cramped platforms and low ceilings to intentionally cause frequent collisions. These choices reinforced frustration through repeated "bonks" and constrained movement rather than difficulty based on precision.

GenAI Use

GenAI was used to assist with debugging collision logic, refactoring code structure, and identifying why horizontal movement was being blocked during gameplay. GenAI suggestions were reviewed and manually integrated into the final code.