

Process & Decision Documentation

Project/Assignment Decisions

I ended up going with a play on the classic trolley problem for my side quest. This was mainly because it was a simple concept that suited the branched story concept of the assignment. For the decision screens I created, I realized I could rig the final decisions to make both land on the same end screen. This is unknown to the player while they are playing, but it allowed me to end the “game” in a simpler, easier way.

GenAI Documentation

Gen AI was not used for any of the code in this side quest, however the built in co-pilot in VSCode was used to find a naming error that was preventing my story from functioning. The AI found out that my DecisionOneB file was missing the .js at the end. I then allowed the AI to remove the old file and add a new duplicate with proper naming. The AI model used was GPT-5 mini.

GenAI Transcript

Why doesn't pressing the Decision One B Button bring me to the DecisionOneB File

I'll open the HTML to check which script files are actually included (to confirm DecisionOneB is loaded).

Now I'll search the workspace for the DecisionOneB file to confirm its filename.

I'll add a new DecisionOneB.js file with the existing code and remove the old DecisionOneB file so the script is correctly loaded.

Patching: add DecisionOneB.js (copy contents) and remove the old DecisionOneB file so index.html loads it correctly.

Edited

DecisionOneB.js+138-1

I'll record the short plan and mark the steps I've completed.

Created 4 todos

Findings: index.html referenced DecisionOneB.js but your file was named DecisionOneB (no .js), so the browser didn't load it. I added a new DecisionOneB.js with the existing code so the script will load.

Next steps you can do:

Open the page in the browser (refresh) and click the button.

If it still doesn't work, open the DevTools console (F12) and paste any error messages here.

Do you want me to remove the old DecisionOneB file to avoid confusion?