

# Process & Decision Documentation

## Project/Assignment Decisions

For this side quest, I built a simple café ordering simulator using the provided code. I focused on creating a clear, step-by-step interaction flow where the user makes two choices (temperature and taste) and receives a generated order result. To keep the project understandable and consistent with the starter structure, I used the existing screen system (“start,” “instructions,” “game,” and “win”) rather than adding a large number of new screens. I also replaced keyboard-only input (“press 1 or 2”) with clickable buttons to make the experience more intuitive and accessible.

## Side Quests and A4 (Individual Work)

### *GenAI Documentation*

**Date Used:** 29 Jan 2026

**Tool Disclosure:** ChatGPT (GPT 5.2)

**Purpose of Use:** Helped translate my café ordering concept into the existing multi-screen code structure, convert “press 1 / 2” inputs into clickable buttons, and fix where code should go (which file and which function) to avoid breaking the provided code setup.

**Summary of Interaction:** I implemented my idea into GenAI and asked how I could implement this idea into my code. From there, it recommended keeping the file structure intact, using `currentScreen` to switch between screens, and implementing on-screen buttons using hover detection and a `mousePressed()` handler routed through `main.js`. It also helped me correct an error in my instructions screen where only the first line of text displayed, and explained how to format multi-line text properly within the code.

**Human Decision Point(s):** I chose to keep the shop simulator simple (two choices + one result screen) rather than adding extra mechanics or animations. I also chose to keep keyboard controls as an optional accessibility feature while prioritizing mouse-based buttons as the main interaction method.

**Integrity & Verification Note:** I reviewed all suggested changes, manually tested each screen, and ensured the final game followed the provided code structure and assignment requirements.

**Scope of GenAI Use:** GenAI supported debugging and implementation guidance, but did not decide the concept, interaction design, final layout, or wording.

**Limitations or Misfires:** Some GenAI suggestions initially expanded the project into multiple new screens/files, which felt more complex than necessary. I adjusted the approach to stay aligned with the starter code and keep the interaction flow simple.

### ***Summary of Process (Human + Tool)***

I started by outlining my interaction flow in simple language, with a welcome screen, instructions, two decision steps (hot/cold, sweet/bitter), and a final “Your order” output. Next, I mapped these steps onto the existing file-based structure. I implemented the two-step choice logic inside the game screen and used the win screen as a result screen to keep the project consistent with the provided template. After that, I replaced keyboard-only interaction with clickable buttons using hover detection and click handlers. I tested each change screen-by-screen to confirm that navigation worked correctly and that the user’s choices carried through to the final generated order.

### ***Decision Points & Trade-offs***

Decision 1: Keep the simulator simple.

- Options considered: Add more drink options/steps vs. keep two choices
- What changed: I kept it to hot/cold, sweet/bitter, then a final order result
- Why: It stayed within scope and was easier to test and debug

Decision 2: Use clickable buttons instead of keyboard-only input.

- Options considered: Use only keyboard input vs. add clickable buttons
- What changed: I added on-screen buttons for each choice
- Why: Buttons are easier to understand, more accessible, and fit the simulator style better. I also wanted it to look prettier :D

### ***Verification & Judgement***

I tested the project by playing through it multiple times, choosing different options, and checking that the correct order appeared each time. I also made sure the buttons worked properly and that the instructions displayed correctly.

### ***Limitations, Dead Ends, or Open Questions***

I limited the project to two decision steps to keep it within the assignment scope. I also fixed an issue where only one line of instructions showed by formatting the text correctly. In the future, I could improve the experience with simple visuals or a more polished results screen while keeping the logic straightforward.

## Appendix

ChatGPT Chat: <https://chatgpt.com/share/697c0a08-0610-8003-8acb-c7c76e571323>