

Process and documentation

One short description of what you were trying to do

- I was trying to make the blob sad through itself and environment

One small decision or change you made

- I made the blob blue, slowed speed and wobble, and minimized jump

GenAI use or explicit non-use

- No GenAi was used

Minimal evidence (e.g., one screenshot, short note, or code comment)

This is where i made majority of my changes to make the blob sad:

I changed the jumpV so that it wasn't able to jump like it was unmotivated and sad

I changed the wobble, wobbleFreq to more slow like and Points to make it more smooth

I changed the MaxRun to make it really slow and sad

I played around with different numbers until i was able to find ones that made the blob look sad

```
df {
  ...
  8   y: 0,
  9
 10  // Visual properties
 11  r: 26, // Base radius
 12  points: 48, // Number of points used to draw the blob
 13  wobble: 2.5, // Edge deformation amount
 14  wobbleFreq: 2.8,
 15
 16  // Time values for breathing animation
 17  t: 0,
 18  tSpeed: 0.005,
 19
 20  // Physics: velocity
 21  vx: 0, // Horizontal velocity
 22  vy: 0, // Vertical velocity
 23
 24  // Movement tuning
 25  accel: 0.15, // Horizontal acceleration
 26  maxRun: 1.2, // Maximum horizontal speed
 27  gravity: 0.75, // Downward force
 28  jumpV: -3.0, // Initial jump impulse
 29
 30  // State
 31  onGround: false, // True when standing on a platform
 32
 33  // Friction
 34  frictionAir: 0.995, // Light friction in air
 35  frictionGround: 0.82, // Stronger friction on ground
```

Changes History

No Branches to Compare

background

Mia Krzyształowicz · 6 hours ago

doc and process pushed

Mia Krzyształowicz · 13 days ago

no assets

Mia Krzyształowicz · 13 days ago

added readme

Mia Krzyształowicz · 13 days ago

background

Mia Krzyształowicz · 13 days ago

wobble

Mia Krzyształowicz · 13 days ago

wobble

Mia Krzyształowicz · 13 days ago

freq

Mia Krzyształowicz · 13 days ago

freq

Mia Krzyształowicz · 13 days ago

speed

Mia Krzyształowicz · 13 days ago

wobble

Mia Krzyształowicz · 13 days ago

background

Mia Krzyształowicz · 13 days ago

1 changed file

sketch.js

```

@@ -10,8 +10,8 @@ let blob3 = {
 10  10 // Visual properties
 11  11 r: 26, // Base radius
 12  12 points: 48, // Number of points used to draw the
                   ob
 13  - wobble: 0.7, // Edge deformation amount
 14  - wobbleFreq: 0.8,
 13  + wobble: 2.5, // Edge deformation amount
 14  + wobbleFreq: 2.8,
 15  15
 16  16 // Time values for breathing animation
 17  17 t: 0,
 ...
@@ -63,7 +63,7 @@ function setup() {
 63  63 }
 64  64
 65  65 function draw() {
 66  - background(240);
 66  + background(3, 0, 46);
 67  67
 68  68 // --- Draw all platforms ---
 69  69 fill(200);
 ...

```

File

.gitattributes

index.html

jsconfig.json

README.md

sketch.js

style.css

```

// --- KeyDOWN(LEFT_ARROW) || KeyDOWN(RIGHT_ARROW) --- move
78 blob3.vx += blob3.accel * move;
79
80 // --- Apply friction and clamp speed ---
81 blob3.vx *= blob3.onGround ? blob3.frictionGroup : 1;
82 blob3.vx = constrain(blob3.vx, -blob3.maxRun, blob3.maxRun);
83
84 // --- Apply gravity ---
85 blob3.vy += blob3.gravity;
86
87 // --- Collision representation ---
88 // We collide using a rectangle (AABB),
89 // even though the blob is drawn as a circle
90 let box = {
91   x: blob3.x - blob3.r,
92   y: blob3.y - blob3.r,
93   w: blob3.r * 2,
94   h: blob3.r * 2,
95 };
96
97 // --- STEP 1: Move horizontally, then resolve
98 box.x += blob3.vx;
99 for (const s of platforms) {
100   if (overlap(box, s)) {
101     if (blob3.vx > 0) {
102       // Moving right → hit the left side of a
103       // platform → move left
104       box.x = s.x - box.w;
105     } else if (blob3.vx < 0) {
106       // Moving left → hit the right side of a
107       // platform → move right
108     }
109   }
110 }

```