

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

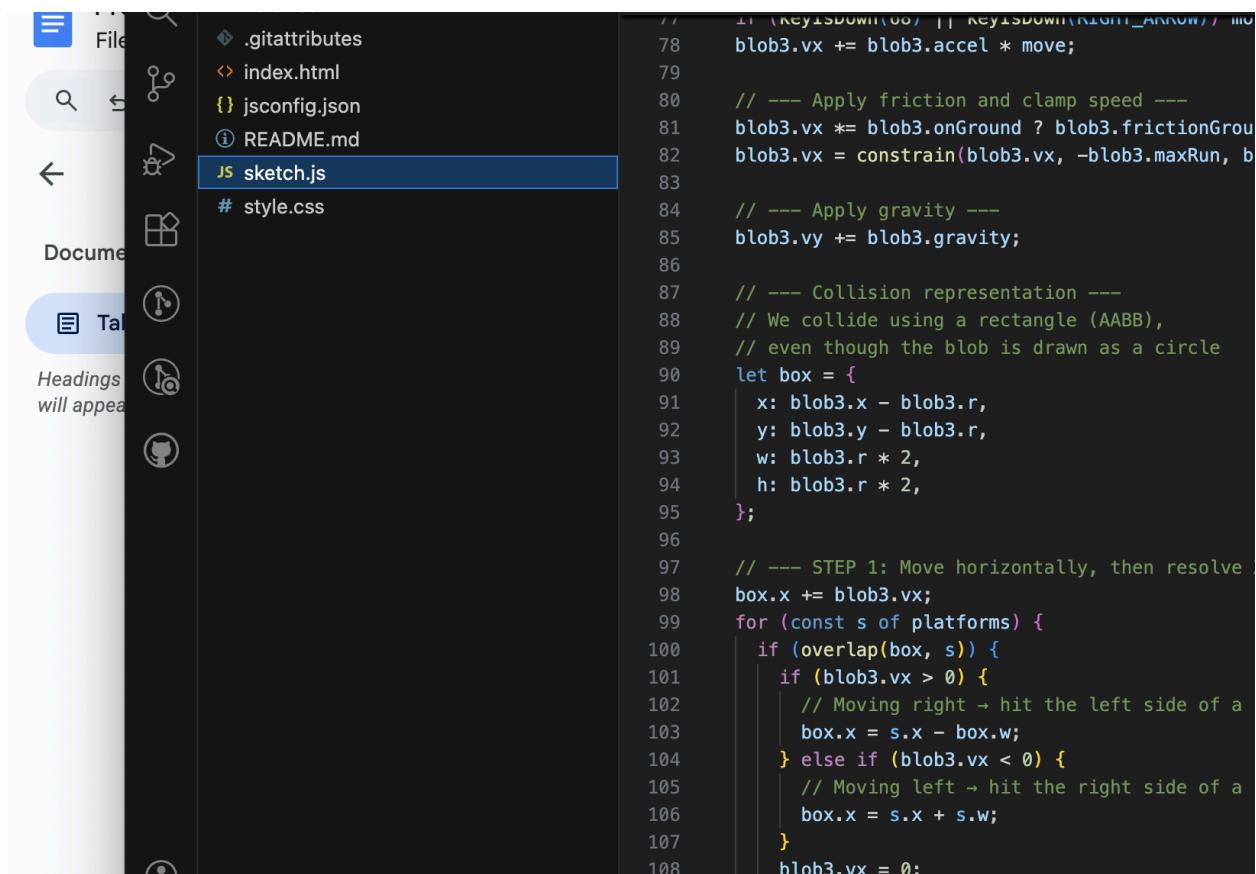
One small decision or change you made

- 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)



The image shows a screenshot of a code editor interface. On the left, there is a sidebar with icons for File, Document, and Tabs. Below these are buttons for Headings, will appear, and a GitHub icon. The main area shows a file tree with files like .gitattributes, index.html, jsconfig.json, README.md, and sketch.js (which is selected). Below the file tree is a code editor window containing the following JavaScript code:

```
// If (KEYSDOWN(08) || KEYSDOWN(RIGHT_ARROW)) then
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       // wall → 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       // wall → move right
108     }
109     blob3.vx = 0;
```