

## 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

```
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
```

