

## 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

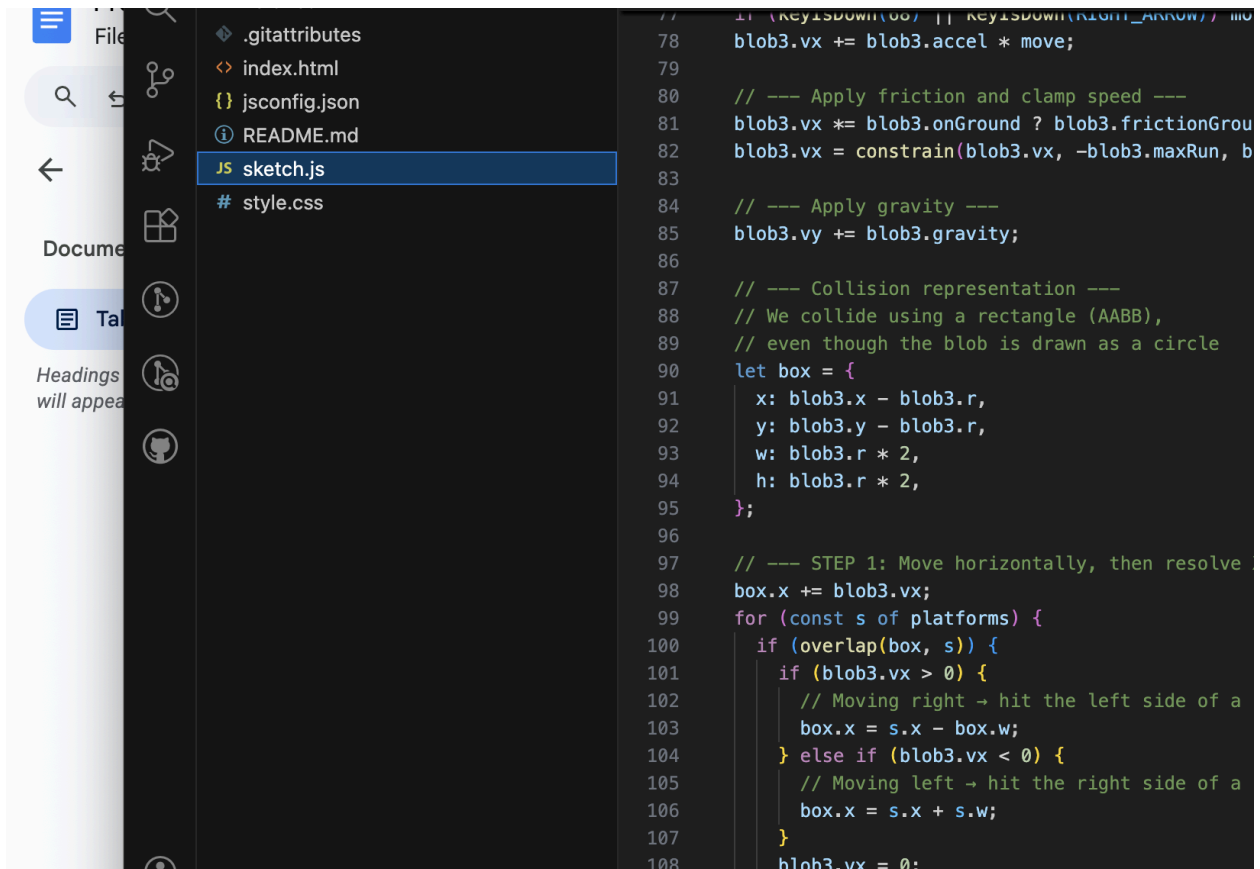
One small decision or change you made

- 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)



```
77 // if (keydown(00) || keydown(Right_Arrow)) {
78 blob3.vx += blob3.accel * move;
79
80 // --- Apply friction and clamp speed ---
81 blob3.vx *= blob3.onGround ? blob3.frictionGrou
82 blob3.vx = constrain(blob3.vx, -blob3.maxRun, b
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       box.x = s.x - box.w;
104     } else if (blob3.vx < 0) {
105       // Moving left → hit the right side of a
106       box.x = s.x + s.w;
107     }
108     blob3.vx = 0;
```