

Process and documentation

One short description of what you were trying to do

- I was trying to make the environment of the map sad

One small decision or change you made

- I made the background a deep blue and the square to move very slowly to influence feelings of unmotivation and sadness. As well as adding the element of the sad face so the player could explore the map (added text() and edited bg [])

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 code editor with two tabs open: 'sketch.js' and 'Player.js'. The 'sketch.js' tab is on the left, and the 'Player.js' tab is on the right. Both tabs have a 'M' icon next to them, indicating they are modified files.

sketch.js (Left):

```
JS sketch.js
{} world.json M
JS WorldLevel.js M
23   rect(0, 0, this.w, this.h),
24   stroke(245);
25   for (let x = 0; x <= this.w; x += this.
26   for (let y = 0; y <= this.h; y += this.
27
28   noStroke();
29   fill(170, 190, 210);
30   for (const o of this.obstacles) rect(o.
31
32   fill(0);
33   textSize(32);
34   text(":(", 500, 500); You, now +
35 }
36
37 drawHUD(player, camX, camY) {
38   noStroke();
39   fill(20);
40   text("Example 4 – JSON world + smooth c
41   text("camLerp(JSON): " +
42     this.camLerp +
43     " Player: " +
44     " You, now + " +
45 }
```

Player.js (Right):

```
JS Player.js
JS sketch.js
{} world.json M
JS WorldLevel.js M
26   for (let x = 0; x <= this.w; x += this.
27   for (let y = 0; y <= this.h; y += this.
28
29   noStroke();
30   fill(170, 190, 210);
31   for (const o of this.obstacles) rect(o.
32
33   fill(0);
34   textSize(32);
35   text(":(", 500, 540); You, now +
36
37
38 drawHUD(player, camX, camY) {
39   noStroke();
40   fill(20);
41   text("Example 4 – JSON world + smooth c
42   text("camLerp(JSON): " +
43     this.camLerp +
44     " Player: " +
45 }
```

The image shows a file comparison tool with two tabs: 'WorldLevel.js' and 'world.json'. The 'world.json' tab is currently selected. The interface shows the changes made to the 'world.json' file compared to its previous version.

Changes in world.json:

- Line 6: - "bg": [235, 235, 235], + "bg": [57, 84, 109], "gridStep": 160
- Line 15: - "speed": 3 + "speed": 0.5