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)