Process & Decision Documentation

Project/Assignment Decisions

I decided to make an adventure game that follows a hero to slay a dragon. The aim was to have a series of screens with multiple choices that let the user guide the direction of the story. I chose to use the main base of the game from the example and just changed the layout a bit, like changing some of the colours of some of the assets and changing the size of the canvas to fit the options that I made.

Side Quests and A4 (Individual Work)

- Imade multiple game screens so that there would be a story/progression sequence.
- I did it to add more to the feel of the decision passed story game.
- It makes the work look a lot nicer
- I also added emojis to 'enhance' the visuals

Appendix

I did not use any form of generative AI in this assignment, all my changes were made through findings on the p5.js website