Process & Decision Documentation

Project/Assignment Decisions

Modified the code so instead of a win or lose game, it is a beach adventure game where users can choose their own ending.

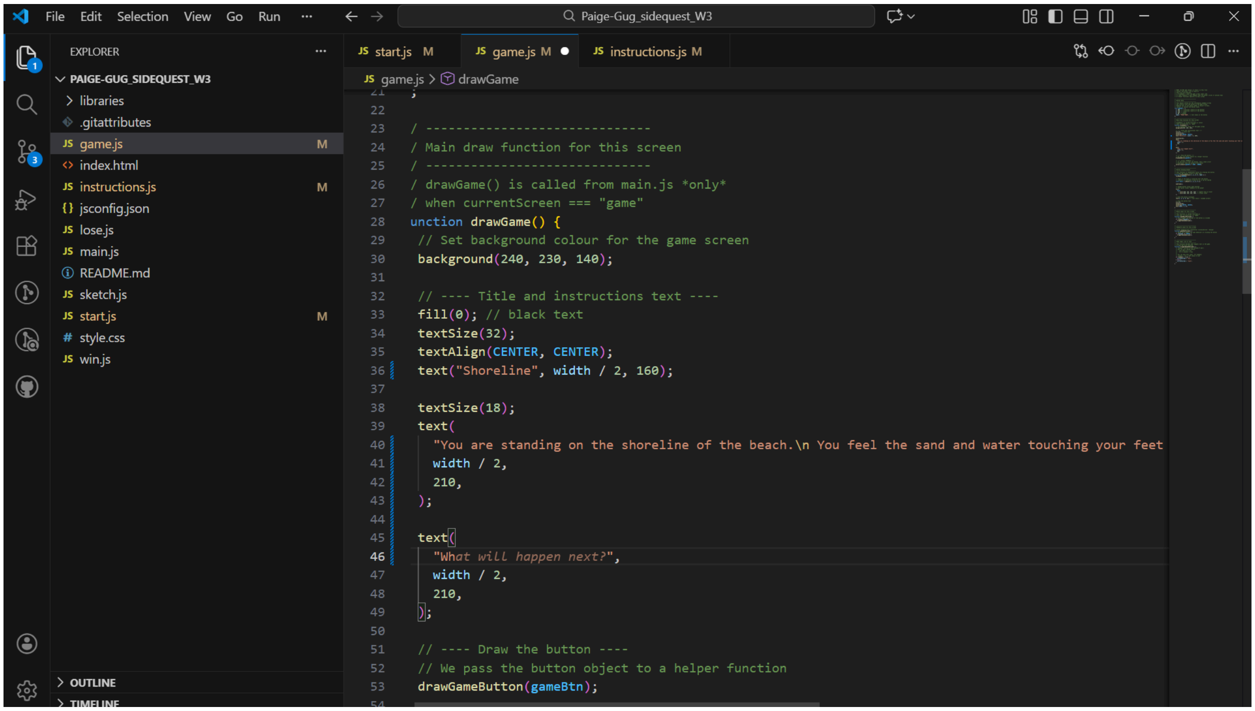
Role-Based Process Evidence

Goal of Work Session

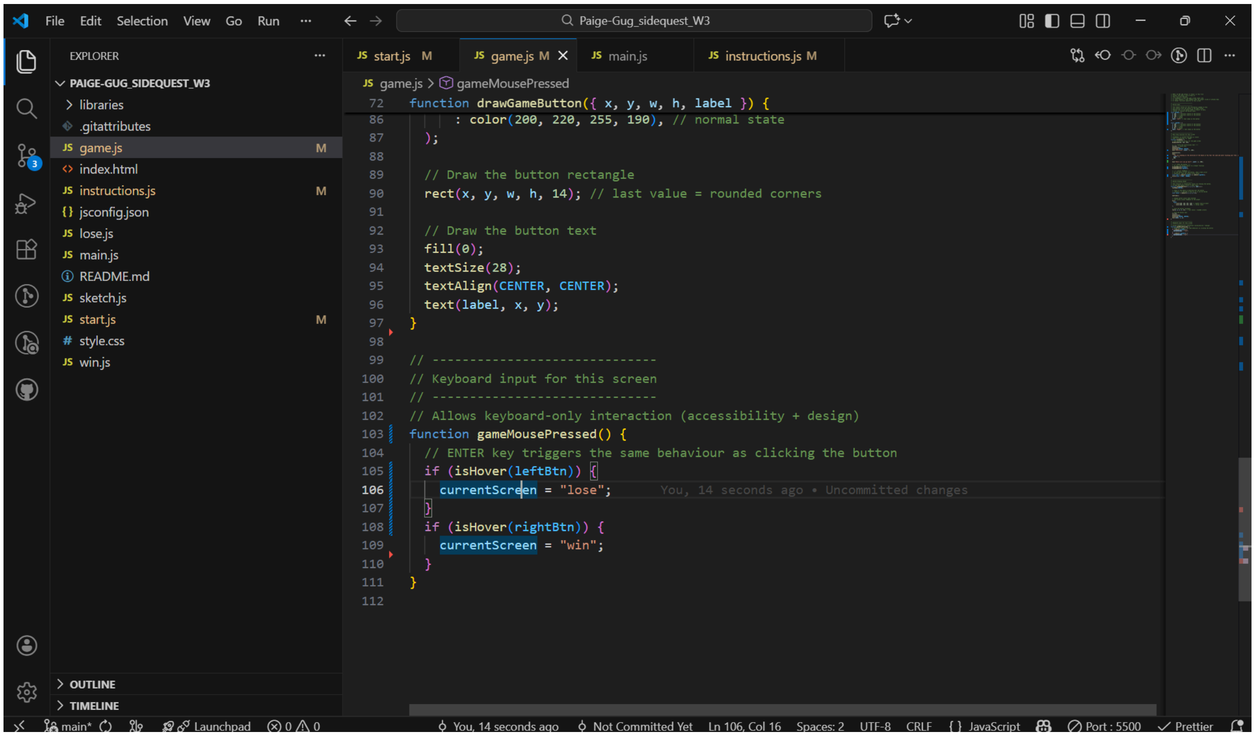
Create a choose your own adventure storyline.

Tools, Resources, or Inputs Used:

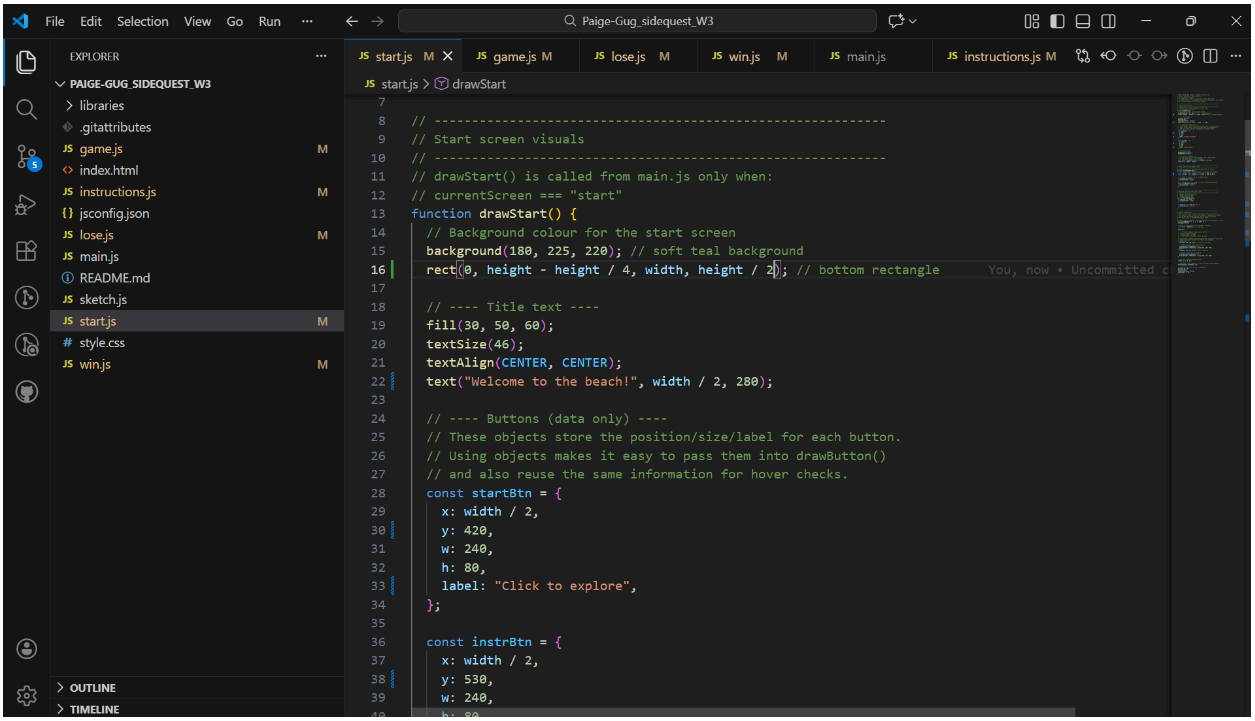
- Week 3 example 1 code from GBDA 302 Learn



```
;

/ ----------------------------
/ Main draw function for this screen
/ ----------------------------
/ drawGame() is called from main.js *only*
/ when currentScreen === "game"
unction drawGame() {
 // Set background colour for the game screen
 background(240, 230, 140);

 // ---- Title and instructions text ----
 fill(0); // black text
 textSize(32);
 textAlign(CENTER, CENTER);
 text("Shoreline", width / 2, 160);

 textSize(18);
 text(
   "You are standing on the shoreline of the beach.\n You feel the sand and water touching your feet
   width / 2,
   210,
 );

 text(
   "What will happen next?",
   width / 2,
   210,
 );

 // ---- Draw the button ----
 // We pass the button object to a helper function
 drawGameButton(gameBtn);
```



```javascript
function drawGameButton({ x, y, w, h, label }) {
      : color(200, 220, 255, 190), // normal state
  );

  // Draw the button rectangle
  rect(x, y, w, h, 14); // last value = rounded corners

  // Draw the button text
  fill(0);
  textSize(28);
  textAlign(CENTER, CENTER);
  text(label, x, y);
}

// ------------------------------
// Keyboard input for this screen
// ------------------------------
// Allows keyboard-only interaction (accessibility + design)
function gameMousePressed() {
  // ENTER key triggers the same behaviour as clicking the button
  if (isHover(leftBtn)) {
    currentScreen = "lose";
  }
  if (isHover(rightBtn)) {
    currentScreen = "win";
  }
}
```



```javascript

// ------------------------------------------------------------
// Start screen visuals
// ------------------------------------------------------------
// drawStart() is called from main.js only when:
// currentScreen === "start"
function drawStart() {
  // Background colour for the start screen
  background(180, 225, 220); // soft teal background
  rect(0, height - height / 4, width, height / 2); // bottom rectangle

  // ---- Title text ----
  fill(30, 50, 60);
  textSize(46);
  textAlign(CENTER, CENTER);
  text("Welcome to the beach!", width / 2, 280);

  // ---- Buttons (data only) ----
  // These objects store the position/size/label for each button.
  // Using objects makes it easy to pass them into drawButton()
  // and also reuse the same information for hover checks.
  const startBtn = {
    x: width / 2,
    y: 420,
    w: 240,
    h: 80,
    label: "Click to explore",
  };

  const instrBtn = {
    x: width / 2,
    y: 530,
    w: 240,
    h: 80
```

GenAI Documentation

No GenAI was used for this assignment.