Process & Decision Documentation
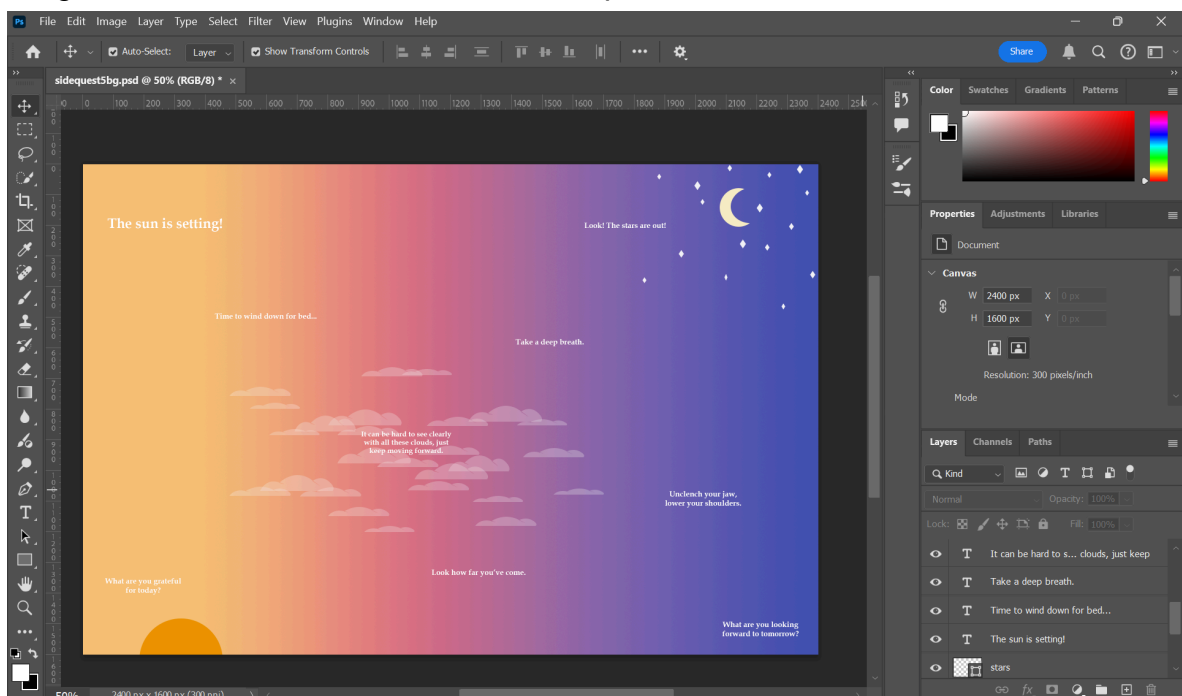
Role-Based Process Evidence

Goal of Work Session

The goal of this work session was to create a meditative camera experience where the player could scroll through a world that winds them down for sleep.

Tools, Resources, or Inputs Used:

- Week 5 Example 4 code from GBDA 302 Learn
- Image asset created with Adobe Photoshop

Summary of Process (Human + Tool)

1. Uploaded the Example 4 code
2. Read through and ran the code to understand what it was doing
3. Created a new background in Adobe Photoshop
4. Loaded and added the new background
5. Updated the code to adjust player appearance and speed