

Process & Decision Documentation

This document is used to make your design and development process visible. At this stage of your academic career, you are expected not only to produce finished work, but to articulate how decisions were made, how ideas changed, and how collaboration (for the assignments that include group work) unfolds

In professional and co-op contexts, employers do not only evaluate your final projects in your portfolio. They often ask candidates to explain their process, justify trade-offs, reflect on iteration, and describe their roles within a team.

You will need to submit a modification of this document for every group assignment (A1 – A3) and a shorter version for your individual assignments (Side Quests and A4).

For A1 – A3, this is a group document submitted once per group. Each group member must clearly document their own role and responsibilities. Different roles will naturally produce different design processes.

Project/Assignment Decisions

Use this section to document key decisions that shape the direction, scope, or outcome of the assignment. The purpose is to make your judgement and reasoning visible, not to record every action taken.

What you include here should reflect decisions that mattered: moments where you chose one path over another, changed direction, or adapted to constraints.

The expected length and detail depend on the assignment.

Side Quests and A4 (Individual Work)

Keep this section brief, typically 2 to 4 sentences.

Focus on:

- One significant decision or change you made
- Why you made it
- What effect it had on the work

Examples:

- Simplifying a mechanic so it functioned correctly
- Changing an approach after something failed
- Deciding not to pursue an idea due to time or technical limitations

You are not expected to document every alternative or iteration

Entry Header

Name: Amanda Guan

Role(s): Individual sidequest completer

Primary responsibility for this work: Complete the sidequest according to instructions

Goal of Work Session

Create a multi screen/page game in p5js

Tools, Resources, or Inputs Used

- ChatGPT

GenAI Documentation

Everyone must complete this section. If not GenAI was used, write, “No GenAI used for this task.” When GenAI is not used, process evidence should still demonstrate iteration, revision, or development over time.

Because GenAI can closely mimic human-created work, instructors or TAs may occasionally request additional process evidence to confirm non-use.

This may include original working files (e.g., an illustrator file), intermediate drafts, or a brief check-in with a TA to walk through your process.

These requests are not an assumption of misconduct. They are part of ensuring academic integrity in an environment where distinguishing between human-created and AI-generated work is increasingly difficult.

If GenAI was used (keep each response as brief as possible):

Date Used: 02/03/2026

Tool Disclosure: ChatGPT 5.3 free version

Purpose of Use: syntax and p5js logic

Summary of Interaction: I had an idea to have apples fall from the top and click them to harvest them. ChatGPT generated the code for the apple falling and scoring mechanic. I also used it to explain its process so I could learn and understand.

Human Decision Point(s): Some part didn't work properly so I would ask it to regenerate it so that it aligned with my goals. For example, it put the apple generation was in the drawGame loop instead of outside it so I had it move it so it would work properly.

Integrity & Verification Note: I would put it into the code and open live server to see if it works. If it doesn't, I would copy it back to the AI and say the problem and ask it to fix it. Rinse and repeat.

Scope of GenAI Use: the scoring and winning mechanic was work, the ideas were mine, the rest was generated from AI.

Limitations or Misfires: It didn't know that I had multiple pages so it would have me add a draw function and generate according to that assumption, when it was actually in another part of the code.

Summary of Process (Human + Tool)

For the apple falling mechanic, it originally had me make a draw function, but told it that I had it in another part of the code and I would make adjustments accordingly. Also, the parts were it generated that I was confused on I would ask it to explain to me what was going on.

Decision Points & Trade-offs

I decided to have the apples fall from the top and when you click them, you gain points. I considered adding a timer, but I thought that might make it too complex for a sidequest.

Verification & Judgement

I would playtest it to see if it worked according to my vision and ask the genAI to make changes accordingly. Like, there were too many apples falling at a time at one point, so I had it changed

Limitations, Dead Ends, or Open Questions

Note anything that:

Too many apples at one time. Also, I didn't want to make it too complicated by adding a timer.

Appendix

<https://chatgpt.com/share/69829ec0-5598-8007-b6d9-274efde84e2e>