

# Process & Decision Documentation

## 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.

### Entry Header

Name: amanda guan

Role(s): worker

Primary responsibility for this work: doing all of it

### Goal of Work Session

Doing the sidequest

### 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:** feb, 10, 2026

**Tool Disclosure:** claude 4.5

**Purpose of Use:** programming and explaining the steps

**Summary of Interaction:** i told it what i wanted and it wrote the code and explained the steps in the original code because it was so complicated and confusing.

**Human Decision Point(s):** at one point i wanted to add more levels, but checking the win pattern feature didn't work and i didn't know what to do to make it work, so i told it to revert the code to just have it allow the user to click the tiles and turn them black. I made the initial changes to the json file to make it all gray squares and i added a stroke to distinguish them.

**Integrity & Verification Note:** I would put it into the code and open live server to see if it works. Every section besides the levels worked so there was minimal errors in that part.

**Scope of GenAI Use:** i asked it to revert the levels stuff since it didn't work. I made the initial grid and modified the json. I asked it to integrate the click to paint stuff in steps so i could understand better and copy pasted the results into the code and tested it in live server every time to see if it worked.

**Limitations or Misfires:** the levels, i tried debugging but didn;t get anywhere.

### **Summary of Process (Human + Tool)**

I asked it to revert the levels stuff since it didn't work. I made the initial grid and modified the json. I asked it to integrate the click to paint stuff in steps so i could understand better and copy pasted the results into the code and tested it in live server every time to see if it worked.

### **Decision Points & Trade-offs**

I traded off the levels for my own peace of mind.

### **Verification & Judgement**

- Playtesting

## Limitations, Dead Ends, or Open Questions

- Levels feature

## Appendix

Please include a full transcript of your conversation with the GenAI. GenAI transcripts are used for transparency and verification only and are not assessed for writing quality or completeness.

**Note:** If GenAI is used in another language, you must include both the original language and a translated transcript in the appendix

<https://claude.ai/share/f19ea061-8783-4a8e-9113-478f82c35beb>