

Process & Decision Documentation

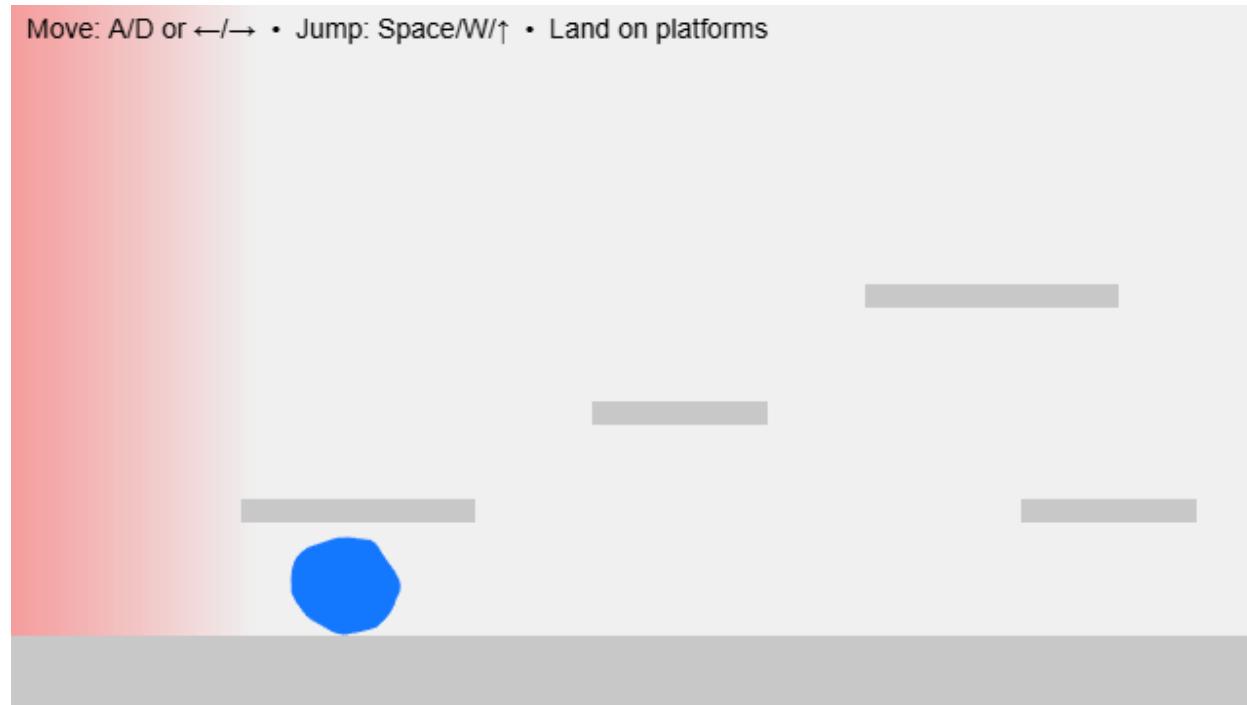
Project/Assignment Decisions

My plan is to elicit the feeling of “panic” or “stress” by redesigning the blob’s movement to have it slide in the held direction until it collides with an object to stop its path. This idea is mostly informed by the bonus of the side quest (add a “mischief” mechanic), where although the blob will not have gravity, the objects it collides with do, some breaking and others falling to the ground. The effect this will have on the work is that I will have to remove the gravity of the blob, perfectly enclose its environment, and create new child objects of the ‘platform’ object.

Due to time constraints I am deciding on limiting the new objects to only breakable glass blocks.

Role-Based Process Evidence

First draft of red “warning lights” to give a sense of danger to avoid:



```
// Draws the background gradient to the left of the screen
function backgroundGradient() {
  const endX = width / 5;

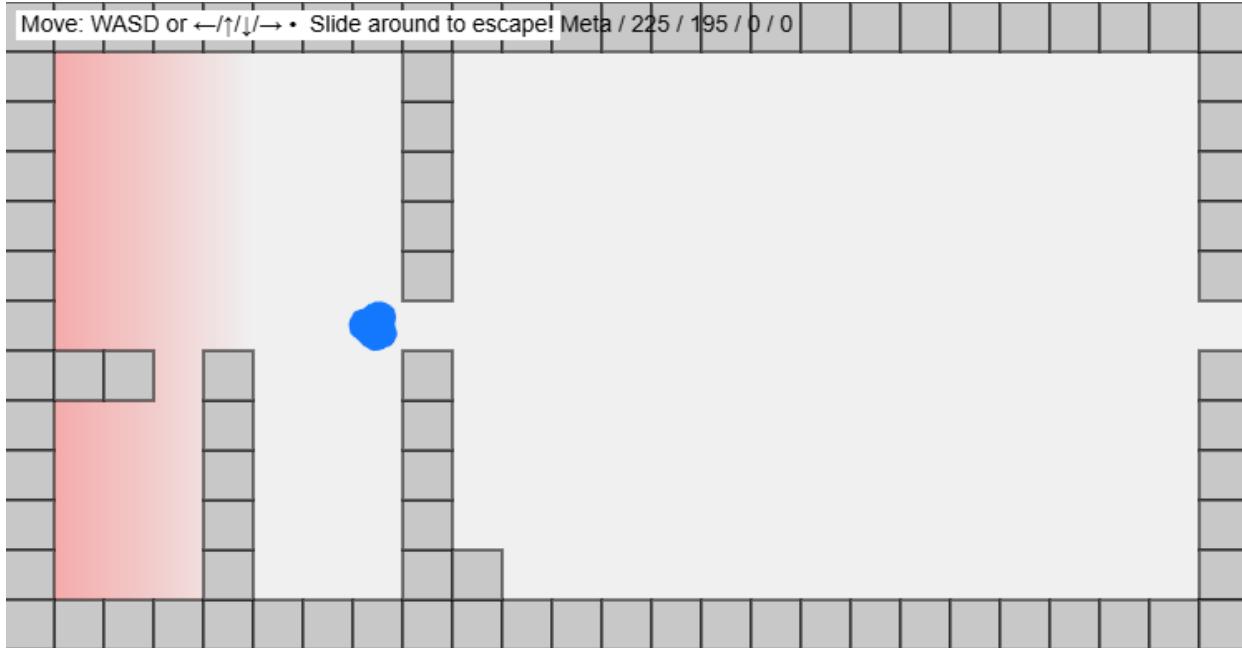
  for (let x = 0; x < endX; x++) {
```

```

        stroke(255, 0, 0, map(x, 0, endX, 100, 0));
        line(x, 0, x, height);
    }
}

```

Draft of ‘glass’ block (hole created by slamming into it) without visuals:



```

for (const s of platforms) {
    if (s.glass & !s.onGround) {
        if (s.y >= floorY3 - gridSize) {
            s.y = floorY3 - gridSize;
            s.onGround = true;
            s.broken = true;
            continue;
        }

        s.y += blob3.gravity;
    }
}

```

This section documents how your work developed over time and provides concrete evidence of your process. It is used to make your thinking, iteration, and decision-making visible, whether or not GenAI was used. You may reuse relevant process evidence across documents where appropriate, as long as it accurately reflects the work for that assignment.

For individual assignments (Side Quests and A4), this section is completed individually, using a simplified version of the same structure. For Side Quests, you may omit sections below where no meaningful decision-making occurred. For example, for the first side quest which you need to just upload a blank p5.js to GitHub, you must have to remove a significant amount of the process based evidence as not a lot of design decisions were made.

Examples of acceptable process evidence include (but are not limited to):

- Screenshots of video editing timelines
- Drafts of scripts or research notes
- Annotated sources
- Sketches or diagrams
- Early document outlines
- Prototype screenshots
- Code snippets or commits
- Before-and-after revisions

Project management artifacts (e.g., task boards, timelines, coordination) may be included here when they are relevant to understand how assignment-level decisions were made.

GenAI Documentation

No GenAI used for this task.