

Process & Decision Documentation

Side Quests and A4 (Individual Work)

Changed blob game's background and blob's color darker to express the emotion of 'depressed'. Found which lines of code adjusts the movement of the blob and changed numbers to make the blob movement heavier and slower.

GenAI Documentation

No GenAI used for this task. I adjusted the codes by comparing the changed element one by one.

Summary of Process (Human + Tool)

- Iteration between original version and variations.
- Testing and revision
- Moments of uncertainty, failure, or rework

Decision Points & Trade-offs

Describe one or two key decisions you made:

- Background and blob color into grey shades to express 'depressed'.
- Slowed down and slightly smaller jumps to make the movement calmer.

```

10 10 // Visual properties
11 11 r: 26, // Base radius
12 12 points: 48, // Number of points used to draw the blob
13 - wobble: 7, // Edge deformation amount
14 - wobbleFreq: 0.9,
13 + wobble: 5, // Edge deformation amount
14 + wobbleFreq: 0.6,
15 15
16 16 // Time values for breathing animation
17 17 t: 0,
18 - tSpeed: 0.01,
18 + tSpeed: 0.005,
19 19
20 20 // Physics: velocity
21 21 vx: 0, // Horizontal velocity
22 22 vy: 0, // Vertical velocity
23 23
24 24 // Movement tuning
24 24 // Movement tuning
25 - accel: 0.55, // Horizontal acceleration
26 - maxRun: 4.0, // Maximum horizontal speed
25 + accel: 0.35, // Horizontal acceleration
26 + maxRun: 2.5, // Maximum horizontal speed
27 27 gravity: 0.65, // Downward force
28 - jumpV: -11.0, // Initial jump impulse
28 + jumpV: -10.0, // Initial jump impulse
29 29
30 30 // State
31 31 onGround: false, // True when standing on a platform
32 32
33 33 // Friction
34 - frictionAir: 0.995, // Light friction in air
35 - frictionGround: 0.88, // Stronger friction on ground
34 + frictionAir: 0.98, // Light friction in air
35 + frictionGround: 0.8, // Stronger friction on ground
36 36 };
37 37

```

63	63	}
64	64	
65	65	function draw() {
66	-	background(240);
	66	+ background(60, 65, 80);
67	67	
68	68	// --- Draw all platforms ---
69	69	fill(200);
.... ↓ ↑		@@ -154,7 +154,7 @@ function overlap(a, b) {
154	154	
155	155	// Draws the blob using Perlin noise for a soft, breathing effect
156	156	function drawBlobCircle(b) {
157	-	fill(20, 120, 255);
	157	+ fill(112, 128, 144);
158	158	beginShape();
159	159	
160	160	for (let i = 0; i < b.points; i++) {