

# 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 | 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++) {
```