

Process & Decision Documentation

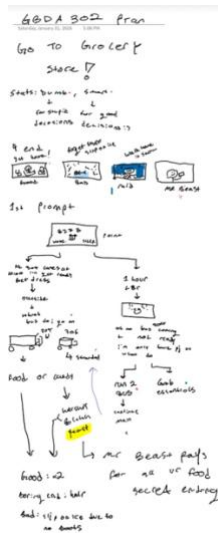
Project/Assignment Decisions

Side Quests

For this assignment I made a story mode type game. Each choice leads to a different screen and depending on your decision making it leads to different endings. The most tedious part of this assignment was figuring out how all the mechanics works. I had to revise the console multiple times to debug issues, but I eventually figured it out. In particular for this assignment, I was against using AI because I really did not want to do the documentation.

Role-Based Process Evidence

Here is my original plan for the assignment:



The way I mostly tackled this was by first understanding the main principles of how the code was set up and then from there I set up my own pages and fixed issues that arose. Figuring out the ending was not too difficult as I already have programming knowledge so I just decided that some choices would trigger a variable and depending how much choices were made it would correspond to the ending. Originally there was going to be more pictures involved but I got tired.

Entry Header

Name: Alejandra

Role(s): The great wise creator of this project

Primary responsibility for this work: Everything

Goal of Work Session

I was trying to finish it.

Tools, Resources, or Inputs Used

- NONE, NADA.

GenAI Documentation

No GenAI used for this task.