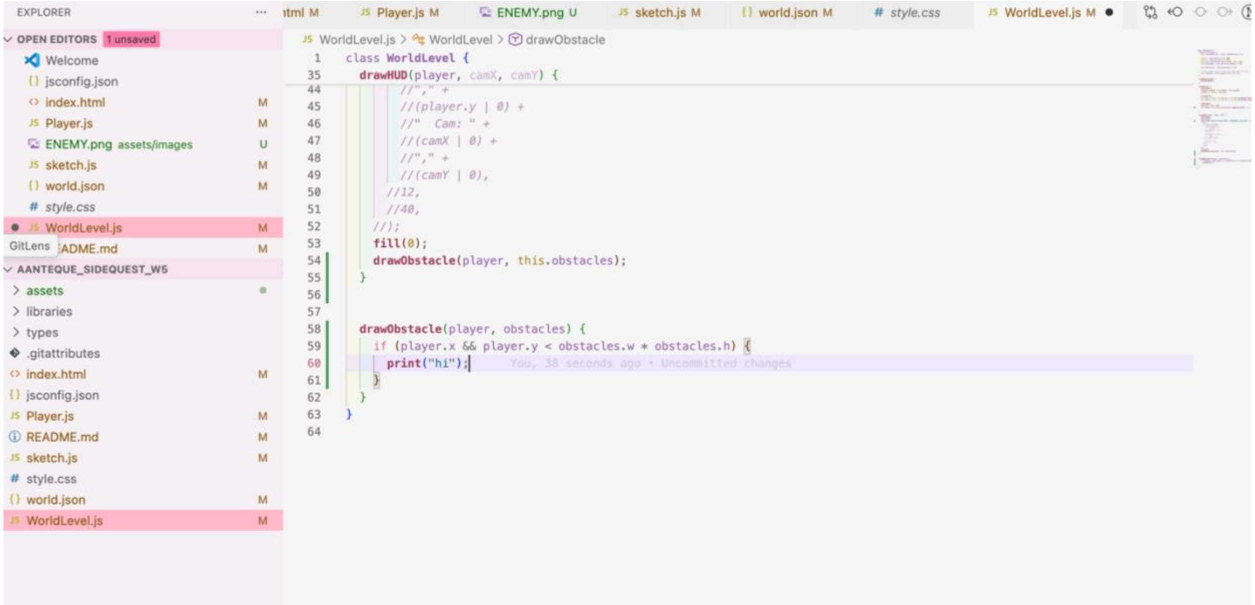
Process & Decision Documentation

Project/Assignment Decisions

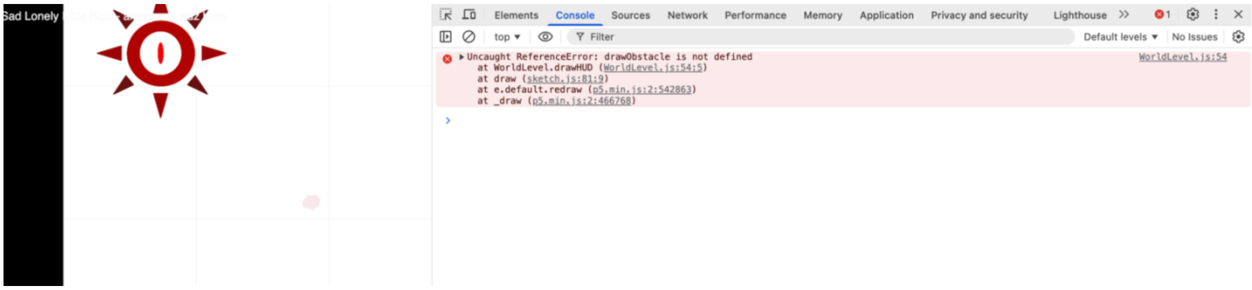
So, for this assignment I mostly wanted to work with interaction and hitboxes. Originally my intention was to have my orb grow and shrink based on whether it was being hit but for dramatic effect I decided to just let it keep growing if it was hitting a spike to show festering anxiety. Code wise I made a few changes, aesthetically I changed the environment to more intense colours. For the player I used the blob script instead of a square that becomes more agitated if hit by spikes. The way I got this to work was by first understanding how the object array worked and then I added a hit collider that would trigger different effects such as radius increase and colour change.

Role-Based Process Evidence

When I first started with the obstacles I wanted to test how the script worked so I was figuring out hit boxes and how to call correctly to the obstacles array. Hit boxes arguably took the longest amount of time to figure out but I got it to work by checking whether the player was in any of the spike rectangles array (technically it looks like a circle, but the image is a rectangle). I managed to put this together by looking at the initial setup of how the obstacle was made then I grabbed the for loop and added a call to the player so I could grab and edit values as needed.

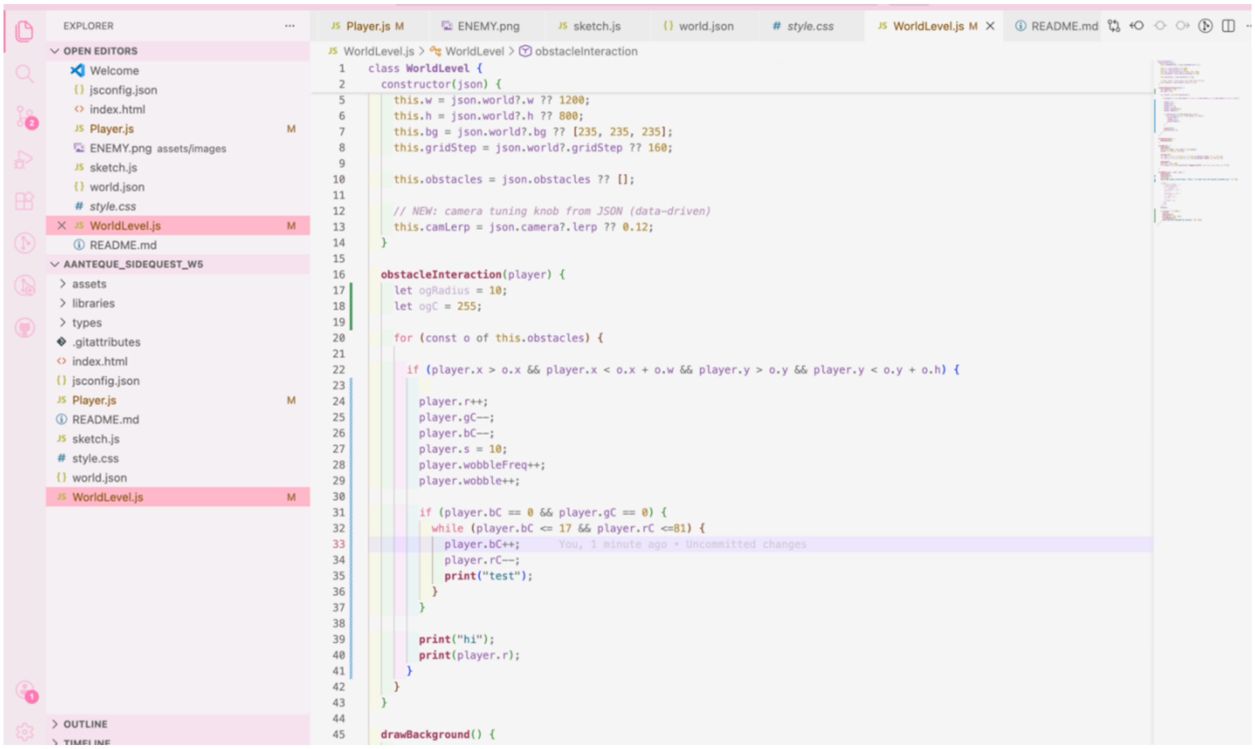


```
class WorldLevel {
  drawHUD(player, camX, camY) {
        //"," +
        //(player.y | 0) +
        //"  Cam: " +
        //(camX | 0) +
        //"," +
        //(camY | 0),
      //12,
      //40,
    //);
    fill(0);
    drawObstacle(player, this.obstacles);
  }


  drawObstacle(player, obstacles) {
    if (player.x && player.y < obstacles.w * obstacles.h) {
      print("hi");        You, 38 seconds ago • Uncommitted changes
    }
  }
}
```

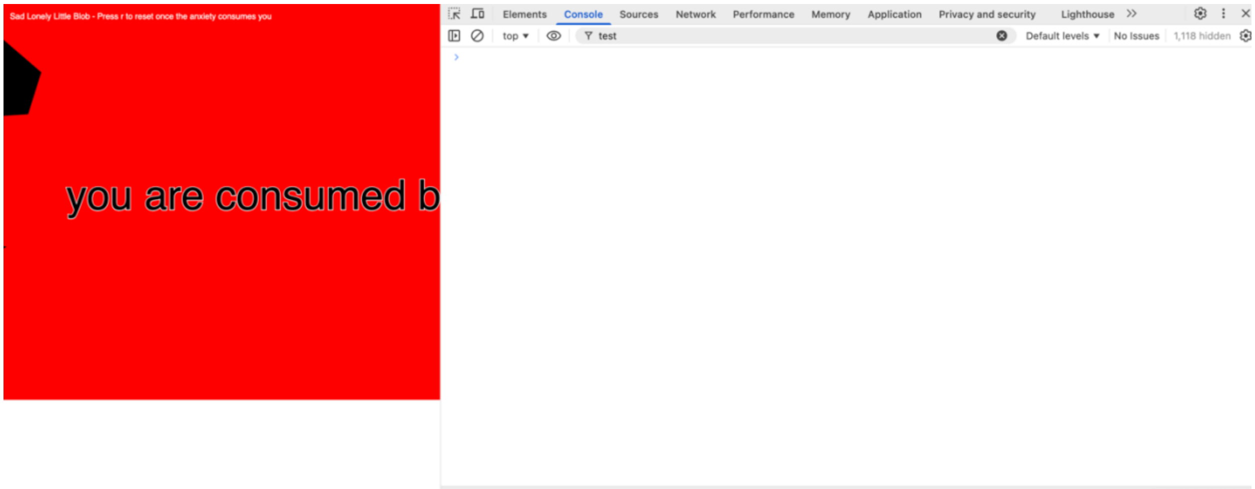


```
Uncaught ReferenceError: drawObstacle is not defined                WorldLevel.js:54
    at WorldLevel.drawHUD (WorldLevel.js:54:5)
    at draw (sketch.js:81:9)
    at e.default.redraw (p5.min.js:2:542863)
    at _draw (p5.min.js:2:466768)
```

While I was working on my colour, I realized just having it stay one shade of red was boring, so I wanted to make it darker. I initially overcomplicated this process in my head and later found a way to change the colour darker once the threshold was met in one if loop. Down here I was testing to see if my while parameter was going off.



```
class WorldLevel {
  constructor(json) {
    this.w = json.world?.w ?? 1200;
    this.h = json.world?.h ?? 800;
    this.bg = json.world?.bg ?? [235, 235, 235];
    this.gridStep = json.world?.gridStep ?? 160;

    this.obstacles = json.obstacles ?? [];

    // NEW: camera tuning knob from JSON (data-driven)
    this.camLerp = json.camera?.lerp ?? 0.12;
  }

  obstacleInteraction(player) {
    let ogRadius = 10;
    let ogC = 255;

    for (const o of this.obstacles) {

      if (player.x > o.x && player.x < o.x + o.w && player.y > o.y && player.y < o.y + o.h) {

        player.r++;
        player.gC--;
        player.bC--;
        player.s = 10;
        player.wobbleFreq++;
        player.wobble++;

        if (player.bC == 0 && player.gC == 0) {
          while (player.bC <= 17 && player.rC <=81) {
            player.bC++;        You, 1 minute ago • Uncommitted changes
            player.rC--;
            print("test");
          }
        }

        print("hi");
        print(player.r);
      }
    }
  }

  drawBackground() {
```

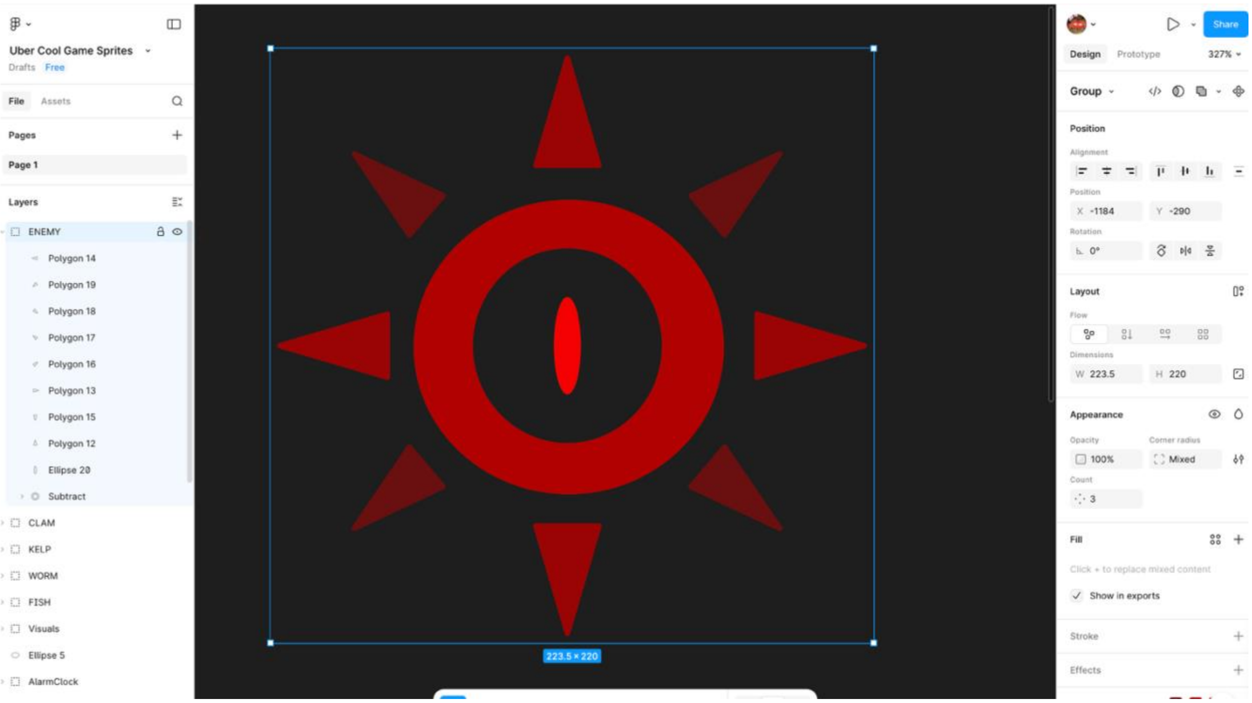


Sad Lonely Little Blob - Press r to reset once the anxiety consumes you

you are consumed b

Filter: test

Last but not least my beautiful spike Figma creation.



Position: X -1184 Y -290

Rotation: 0°

Dimensions: W 223.5 H 220

Opacity: 100%

Corner radius: Mixed

Count: 3

Entry Header

Name: Alejandra Antequera

Role(s): Ultimate Supreme Designer and Programmer

Primary responsibility for this work: EVERYTHING

Goal of Work Session

- Getting it done

Tools, Resources, or Inputs Used

- Lecture Notes
- Prior drafts or code

GenAI Documentation

No GenAI used for this task