

Process & Decision Documentation: Week 01 Side Quest

– Individual

Project/Assignment Decisions

I chose to create a very simple splash screen that only advances when the user clicks the screen. This decision helped me focus on confirming that p5.js interaction and GitHub Pages deployment were working correctly, without adding unnecessary complexity for the first week.

Role-Based Process Evidence

I tested the sketch locally in Visual Studio Code and then published it to GitHub Pages to ensure it ran correctly in the browser. The splash screen logic was added using a single conditional state and a mouse click interaction.

GenAI Documentation

Date Used: January 2026

Tool Disclosure: GitHub Copilot (Visual Studio Code)

Purpose of Use: Basic code assistance and syntax suggestions

Summary of Interaction: Copilot suggested simple p5.js structure and interaction patterns.

Human Decision Point(s): I simplified the code to use only basic variables, conditionals, and mouse interaction to keep the sketch beginner-level.

Scope of GenAI Use: All design decisions, interaction flow, and final code structure were determined by me.

Limitations or Misfires: Some suggestions were more complex than needed for a setup-focused Side Quest and were not used.