

Process & Decision Documentation

Project/Assignment Decisions

In completing Side Quest #2, I learned how to manipulate an objects' colour and properties to convey an emotion (frustration). I specifically edited the visual properties of the "blob", such as wobble, and its time values for breathing animation, such as tSpeed. I also updated the blob and the game's background colour to reflect my chosen emotion.

GenAI Documentation

I did not use GenAI for this side quest.