

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. → I enhanced the code written by Karen and David (Week 2 Example 3 Repo).

My Code Documentation

1. Updated wobble to 12 to make the edge of the blob more rigid, representing my chosen emotion.

```
// Visual properties
r: 26, // Base radius
points: 48, // Number of points used to draw the blob
wobble: 12, // Edge deformation amount
wobbleFreq: 1.1,
```

2. Updated speed to 0.05

```
// Time values for breathing animation
t: 0,
tSpeed: 0.05,
```

3. Updated background to (40) and fill to (255, 0, 0)

```
function draw() {
background(40);

// --- Draw all platforms ---
fill(255, 0, 0);
for (const p of platforms) {
rect(p.x, p.y, p.w, p.h);
}
```

4. Updated “Blob” colour to red and stroke to black with a stroke width of 3.

```
// Draws the blob using Perlin noise for a soft, breathing effect
function drawBlobCircle(b) {
```

```
fill(220, 40, 40);  
stroke(0);  
strokeWeight(3);  
beginShape();
```

GenAI Documentation

I did not use GenAI for this side quest.