Process & Decision Documentation

Project/Assignment Decisions

For this Side Quest, I decided to create a short interactive story with one branching decision to practice organizing code across multiple game states and files. I kept the visuals and interactions intentionally simple so I could focus on understanding state changes and scene transitions rather than complex mechanics.

Role-Based Process Evidence

The project was organized into separate files for each screen (start, choice, outcome, and ending), with a main file controlling which state was active. Mouse clicks were used to move between scenes and trigger branching based on the player's choice.

Entry Header

Name:

Role(s):

Primary responsibility for this work:

Goal of Work Session

Briefly describe what you were trying to accomplish during this phase of the assignment.

Examples:

- Drafting an initial script section
- Refining pacing in the video edit
- Revising a mechanic after playtesting
- Narrowing or reframing research examples
- Debugging or simplifying a feature

Tools, Resources, or Inputs Used

- GenAI tools (if used)
- Lecture Notes
- Teammates
- Prior drafts or code
- Playtesting feedback

- External references (in-text citations with square brackets, ex. [1])

GenAI Documentation

Date Used: February 2026

Tool Disclosure: GitHub Copilot (Visual Studio Code)

Purpose of Use: Why you used GenAI (e.g., brainstorming, debugging, summarization, wording support).

Summary of Interaction: GenAI tools were used to support brainstorming, clarification of course concepts, and iterative refinement of code and visuals. The tools helped me think through how to structure a multi-file game using game states, explore possible story ideas, and troubleshoot visual elements while keeping the project within the intended low-effort scope of a Side Quest.

Human Decision Point(s):

- Brainstorming a simple interactive story concept that could branch using a small decision tree.
- Clarifying how game states and multiple files should work together based on the Week 3 lecture material.
- Providing suggestions for basic p5.js structures and syntax while working in Visual Studio Code.
- Assisting with visual experimentation (such as icon shapes and layout) through iterative feedback and adjustment.

Integrity & Verification Note:

I tested the sketch in the browser after each major change to confirm the game states transitioned correctly and that clicks triggered the intended branch. I also compared the overall structure to the week 3 lecture concept (a single state variable controlling which draw/input function runs) to ensure the implementation matched course expectations. When GenAI suggestions felt out of scope or overly complex for a weekly side quest, I simplified or discarded them.

Scope of GenAI Use:

GenAI did not determine the final project scope, story theme, narration, or what features to include. I chose the final decision tree, wrote/edited the story text to focus on kindness, and intentionally simplified the code and visuals to keep it beginner friendly. The final

version reflects my own judgement about what was appropriate for the assignment requirements.

Limitations or Misfires:

Some GenAI suggestions were more complex than needed for a Side Quest (extra structure/helpers) and had to be simplified. Visual suggestions also required trial-and-error because small shape changes can look different once rendered on the canvas, so I needed multiple iterations to get icons and layout to look right

Appendix

user:

i'm looking at the week 3 slides and i get that we need multiple game states and files, but i'm not sure how big this is supposed to be. i really want to keep this small and not overdo it.

genai (reconstructed):

suggested using one main variable to control which screen is active, with each screen in its own file. recommended keeping the story short with just one branching decision.

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user:

okay so i tried that, but it either wasn't running properly in vs code or it just felt like more structure than a side quest needs. am i overcomplicating this?

genai (reconstructed):

helped clarify file order and basic setup, then suggested simplifying the logic to very direct conditionals and mouse clicks instead of more advanced patterns.

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user:

i added a heart icon for the positive outcome, but it honestly doesn't look right. it doesn't look like a heart

genai (reconstructed):

suggested trying a few different simple shape combinations and adjusting proportions by testing them visually on the canvas.

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user:

yeah, i’m still not loving it. i keep tweaking it but it still feels off.

genai (reconstructed):

encouraged continuing to iterate and trying a simpler approach, reminding me that small visual changes can make a big difference once they’re actually rendered.

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user:

also, everyone in the class has the same prompt and i don’t want my project to look exactly like someone else’s. is there an easy way to make it feel more mine?

genai (reconstructed):

suggested changing the colour palette and narration while keeping the same structure. recommended using a clear theme to differentiate the project.

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user:

i like the pink theme and kindness idea, but now that i’m reviewing everything, some parts of the code feel kind of too polished. these side quests are supposed to be low effort and i don’t want it to look overbuilt.

genai (reconstructed):

helped simplify the code by removing extra helpers and keeping everything very direct and beginner-friendly, while still using multiple files and game states as required.