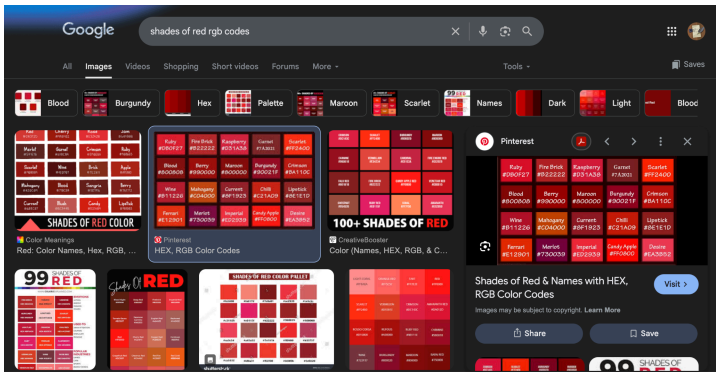
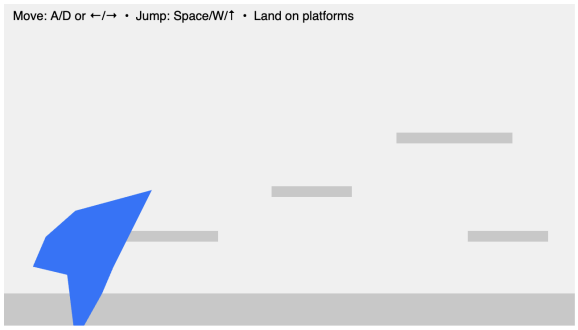
Process & Decision Documentation

Project/Assignment Decisions

I did not use GenAI for this assignment because I remembered how to do the tasks I needed to from first year CS, and I played around with the code until I got my desired effect. Colour codes were taken from Google.




```
// Visual properties
r: 30, // Base radius
points: 8, // Number of points used to draw the blob
wobble: 200, // Edge deformation amount
wobbleFreq: 20,
```



Annotation: Changed blob shape in order to make it more pointy and wobbly

```
// Time values for breathing animation
t: 0,
tSpeed: 0.1,
```

Annotation: increased “breathing” speed

```
// Physics: velocity
vx: 90, // Horizontal velocity
vy: 60, // Vertical velocity      You, 2 minutes ago • Unc
```

Annotation: increase velocity to make movements more sporadic and rapid

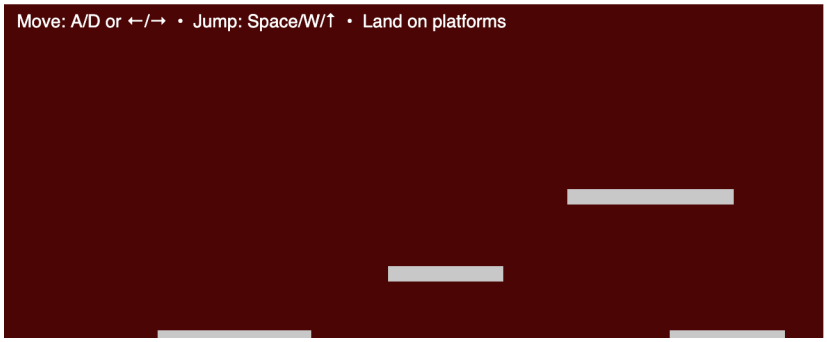
```
// Friction
frictionAir: 0.995, // Light friction in air
frictionGround: 0.98, // Stronger friction on ground
```

Annotation: decreased ground friction so the object would move faster (comment not updated)

```
function draw() {
  background(83, 0, 0);
```

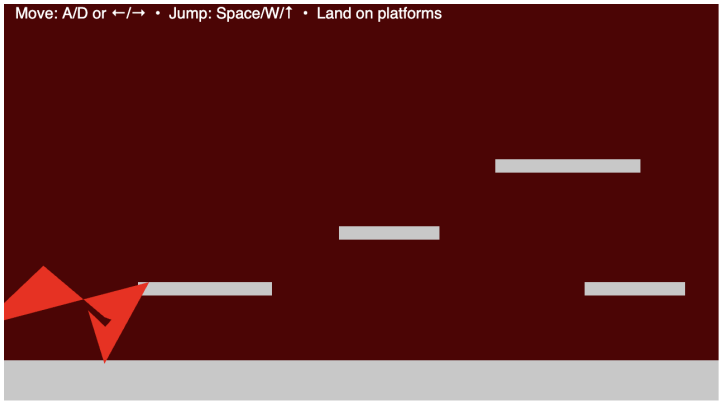
Annotation: changed background to dark red (“angry”)

```
// --- HUD ---
fill(255); //Changed text to white      You, 1 minute ago • Uncommitted changes
text("Move: A/D or ←/→  •  Jump: Space/W/↑  •  Land on platforms", 10, 18);
}
```



Annotation: Changed HUD text to white for better visibility

```
// Draws the blob using Perlin noise for a soft, breathing effect
function drawBlobCircle(b) {
  fill(255, 0, 0); //Change blob to red
  beginShape();
```



Annotation: Changed blob colour to red

```
// --- Draw all platforms ---
fill(254, 132, 132);      You, 26 minutes ago
for (const p of platforms) {
  rect(p.x, p.y, p.w, p.h);
}
```

Annotation: Change platform colour to light red

GenAI Documentation

No GenAI was used in this assignment.