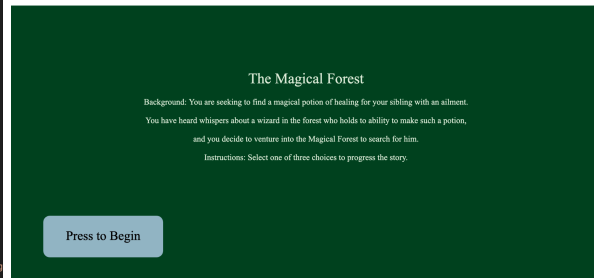


# Process & Decision Documentation

## Project/Assignment Decisions

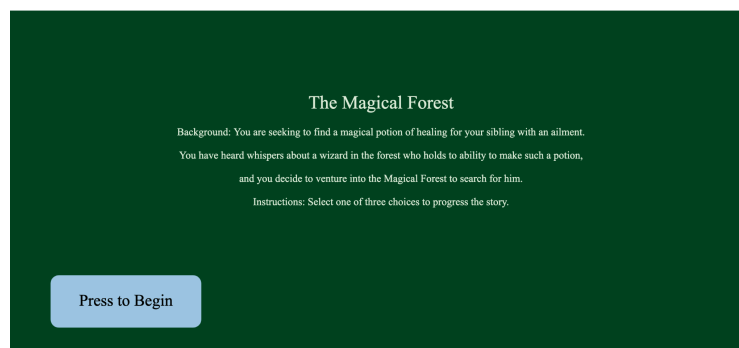
I decided not to use AI for this side quest because I wanted to challenge myself to build this on my own. I received help with troubleshooting the button connection from Dr. Karen Cochrane, but the design was my own. References included in the README.md file.

```
47 // drawStory1() is called from main.js *only*
48 // when currentScreen == "story1"
49 function drawStory1() {
50   // Set background colour for the story 1 screen
51   background(0, 0, 0);
52
53   // --- Title and instructions text ---
54   fill(223, 238, 218); // light green text
55   textAlign(CENTER, CENTER);
56
57   textSize(18);
58   text(
59     "You approach the forest to begin your journey, only to realize, this is no journey at all.",
60     width / 2,
61     210,
62   );
63   text(
64     "You find the path, but see that it branches off into three separate paths.",
65     width / 2,
66     250,
67   );
68   fill(255, 218, 34); //change text to gold
69   text(
70     "The path to your left is littered with twigs and rocks, and some strange glowing powder. This is",
71     width / 2,
72     280,
73   );
74   fill(246, 247, 235); //change text to ivory
75   text(
76     "The path immediately in front of you is covered with a thick fog, unable to see through, and the g",
77     width / 2,
```



Annotation: “[story1.js](#)” changed to fit story (includes text content, text colour, background colour)

```
36 <script src="https://cdn.jsdelivr.net/npm/p5@1/lib/p5.min.js"></script>
37 <!-- your existing files (order matters) -->
38 <script src="start.js"></script>
39 <script src="game.js"></script>
40 <script src="main.js"></script>
41 </body>
42 </html>
43
```

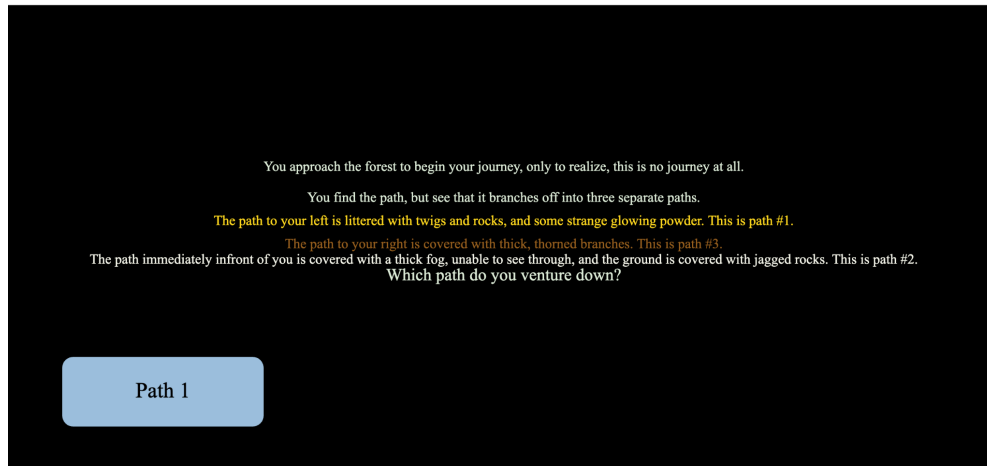


Annotation: ERROR - “press to begin” button not leading to next page

```
35 <script src="https://cdn.jsdelivr.net/npm/p5@1/lib/p5.min.js"></script>
36 <!-- your existing files (order matters) -->
37 <script src="start.js"></script>
38 <script src="game.js"></script>
39 <script src="story1.js"></script>
40 <script src="Path1.js"></script>
41 <script src="Path2.js"></script>
42 <script src="Path3.js"></script>
43 <script src="main.js"></script>
44 </body>
45 </html>
46
47
```

Annotation: SOLUTION - needed to load pages into the index.html folder

Instructions: Follow the button prompts to select the correct path.



Annotation: ERROR - “Path 1” and “Path 2” buttons not appearing.

```
8 const Story1Btn1 = {
9   x: 200, // x position (centre of the button)
10  y: 500, // y position (centre of the button)
11  w: 260, // width
12  h: 90, // height
13  label: "Path 1", // text shown on the button
14 };
15
16 // Path 2 Button
17 const Story1Btn2 = {
18   x: windowWidth / 2, // x position (centre of the button)
19   y: 500, // y position (centre of the button)
20   w: 260, // width
21   h: 90, // height
22   label: "Path 2", // text shown on the button
23 };
24
25 // Path 3 Button
26 const Story1Btn3 = {
27   x: 800, // x position (centre of the button)
28   y: 500, // y position (centre of the button)
29   w: 260, // width
30   h: 90, // height
31   label: "Path 3", // text shown on the button
32 };
33
34 const Story1Btn1 = {
35   x: 200, // x position (centre of the button)
36   y: 500, // y position (centre of the button)
37   w: 260, // width
38   h: 90, // height
39   label: "Path 1", // text shown on the button
40 };
41
42 // Path 2 Button
43 const Story1Btn2 = {
44   x: 650, // x position (centre of the button)
45   y: 500, // y position (centre of the button)
46   w: 260, // width
47   h: 90, // height
48   label: "Path 2", // text shown on the button
49 };
50
51 // Path 3 Button
52 const Story1Btn3 = {
53   x: 1050, // x position (centre of the button)
54   y: 500, // y position (centre of the button)
55   w: 260, // width
56   h: 90, // height
57   label: "Path 3", // text shown on the button
58 };
```

Annotation: “windowWidth” was messing up the x position

Solution: assigned random numerical value

```
function Story1MousePressed() {
  // Only trigger the outcome if the button is clicked
  if (isHover(Story1Btn)) {
    // CHANGE THIS to go to wherever you want!
    // For now, going to win screen as an example
    currentScreen = "win"; // Need to update (+ make 2 more)

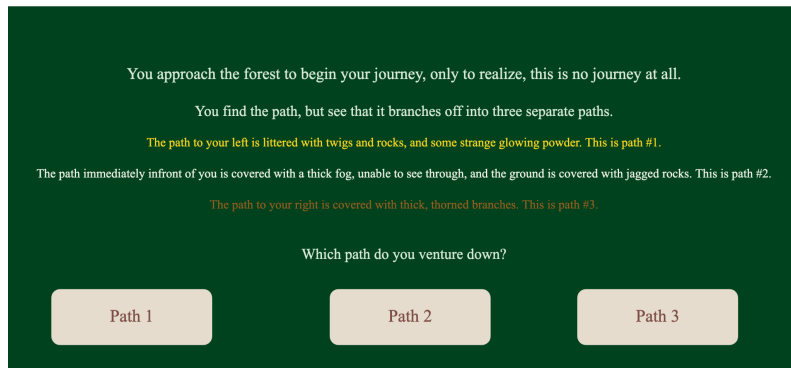
    // You might want to go to a different story screen instead:
    // currentScreen = "story2";
  }
}
```

Annotation: wasn't sure how to update this function to properly call the function

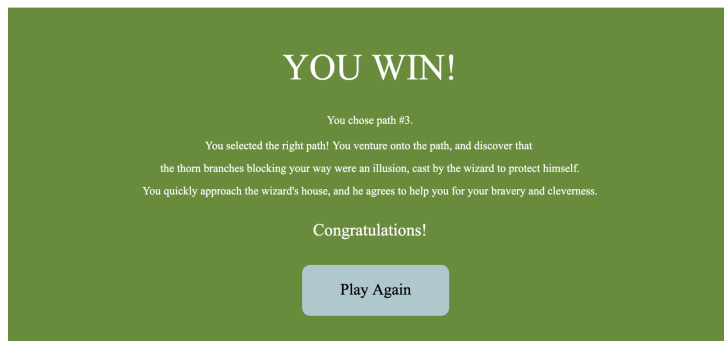
```
function Story1MousePressed() {  
  // Only trigger the outcome if the button is clicked  
  if (isHover(Story1Btn1)) {  
    // CHANGE THIS to go to wherever you want!  
    // For now, going to win screen as an example  
    currentScreen = "Path1";  
  } else if (isHover(Story1Btn2)) {  
    currentScreen = "Path2";  
  } else if (isHover(Story1Btn3)) {  
    currentScreen = "Path3";  
  }  
}
```

Annotation: Dr. Karen Cochran helped me sort out this function and explained the “else if” statements

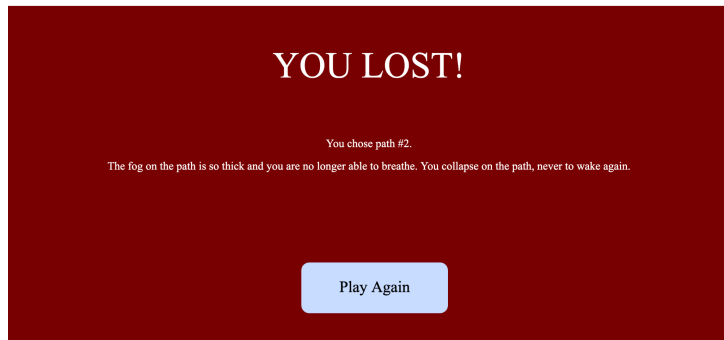
Result: Path buttons appear and connect properly to their .js pages



Instructions: Follow the button prompts to select the correct path.



Instructions: Follow the button prompts to select the correct path.



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GenAI Documentation

No GenAI was used in this Side Quest.