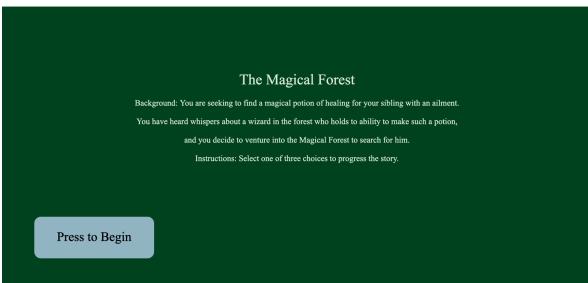


Process & Decision Documentation

Project/Assignment Decisions

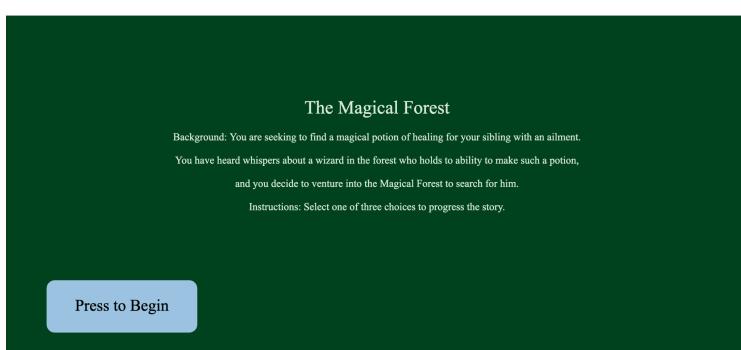
I decided not to use AI for this side quest because I wanted to challenge myself to build this on my own. I received help with troubleshooting the button connection from Dr. Karen Cochrane, but the design was my own. References included in the README.md file.

```
40 //  
41 // drawStory1() is called from main.js only  
42 // when currentScreen === "story1"  
43 function drawStory1() {  
44     // Set background colour for the story 1 screen  
45     background(0, 0, 0);  
46  
47     // ---- Title and instructions text ----  
48     fill(223, 238, 218); // light green text  
49     textAlign(CENTER, CENTER);  
50  
51     textSize(18);  
52     text(  
53         "You approach the forest to begin your journey, only to realize, this is no journey at all.",  
54         width / 2,  
55         210,  
56     );  
57     text(  
58         "You find the path, but see that it branches off into three separate paths.",  
59         width / 2,  
60         250,  
61     );  
62     fill(255, 218, 34); //change text to gold  
63     text(  
64         "The path to your left is littered with twigs and rocks, and some strange glowing powder. This is  
65         width / 2,  
66         280,  
67     );  
68     fill(246, 247, 235); //change text to ivory  
69     text(  
70         "The path immediately infront of you is covered with a thick fog, unable to see through, and the  
71         width / 2,  
72     );  
73 }  
74 fill(246, 247, 235); //change text to ivory  
75 text(  
76     "The path immediately infront of you is covered with a thick fog, unable to see through, and the  
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>| You, 3 minutes ago * initial commit ...  
40     <script src="main.js"></script>  
41     </body>  
42     </html>  
43
```

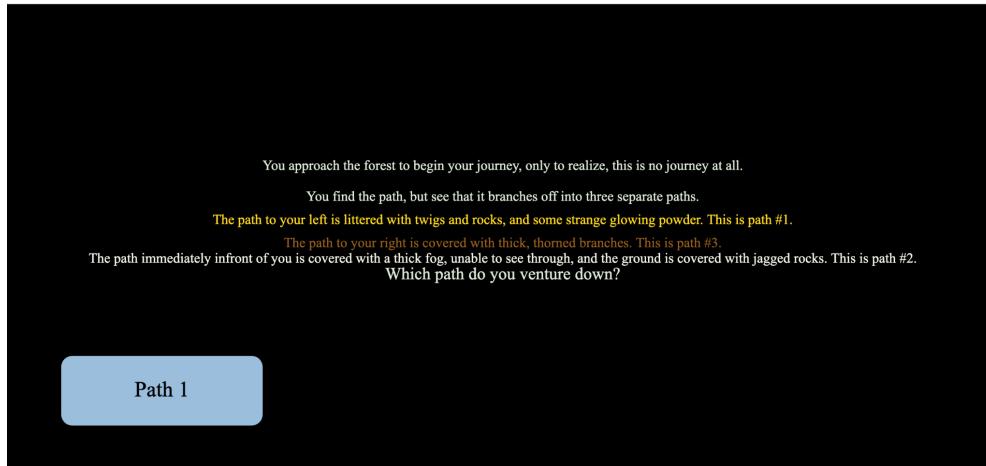


Annotation: ERROR - “press to begin” button not leading to next page

```
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
```

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)
0   y: 500, // y position (centre of the button)
1   w: 260, // width
2   h: 90, // height
3   label: "Path 1", // text shown on the button
4 };
5
6 // Path 2 Button
7 const Story1Btn2 = {
8   x: windowWidth / 2, // x position (centre of the button)
9   y: 500, // y position (centre of the button)
0   w: 260, // width
1   h: 90, // height
2   label: "Path 2", // text shown on the button
3 };
4
5 // Path 3 Button
6 const Story1Btn3 = {
7   x: 800, // x position (centre of the button)
8   y: 500, // y position (centre of the button)
9   w: 260, // width
0   h: 90, // height
1   label: "Path 3", // text shown on the button
2 };
```

```
const Story1Btn1 = {
  x: 200, // x position (centre of the button)
  y: 500, // y position (centre of the button)
  w: 260, // width
  h: 90, // height
  label: "Path 1", // text shown on the button
};

// Path 2 Button
const Story1Btn2 = {
  x: 650, // x position (centre of the button)
  y: 500, // y position (centre of the button)
  w: 260, // width
  h: 90, // height
  label: "Path 2", // text shown on the button
};

// Path 3 Button
const Story1Btn3 = {
  x: 1050, // x position (centre of the button)
  y: 500, // y position (centre of the button)
  w: 260, // width
  h: 90, // height
  label: "Path 3", // text shown on the button
};
```

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

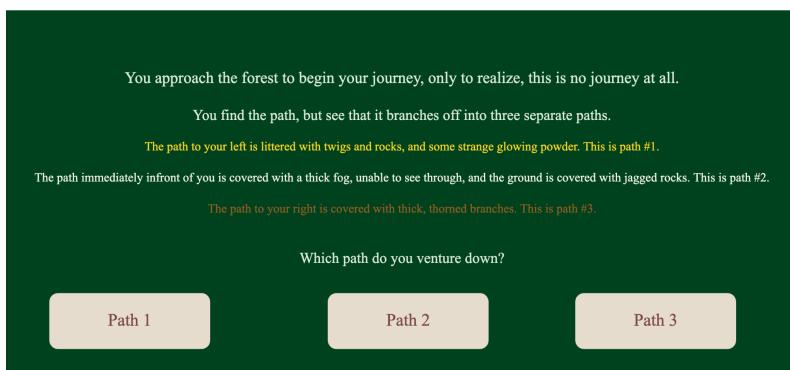
```

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";
    }
}

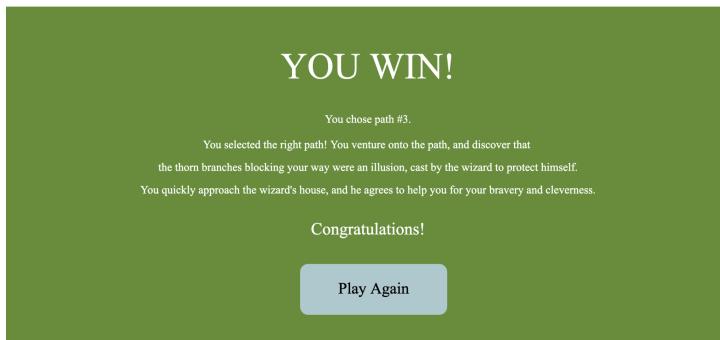
```

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

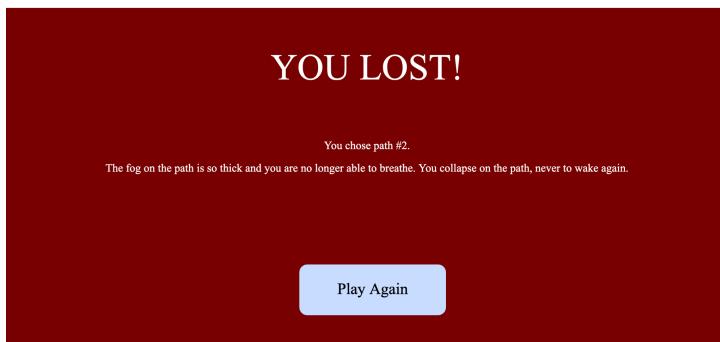
Result: Path buttons appear and connect properly to their .js pages



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



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



GenAI Documentation

No GenAI was used in this Side Quest.