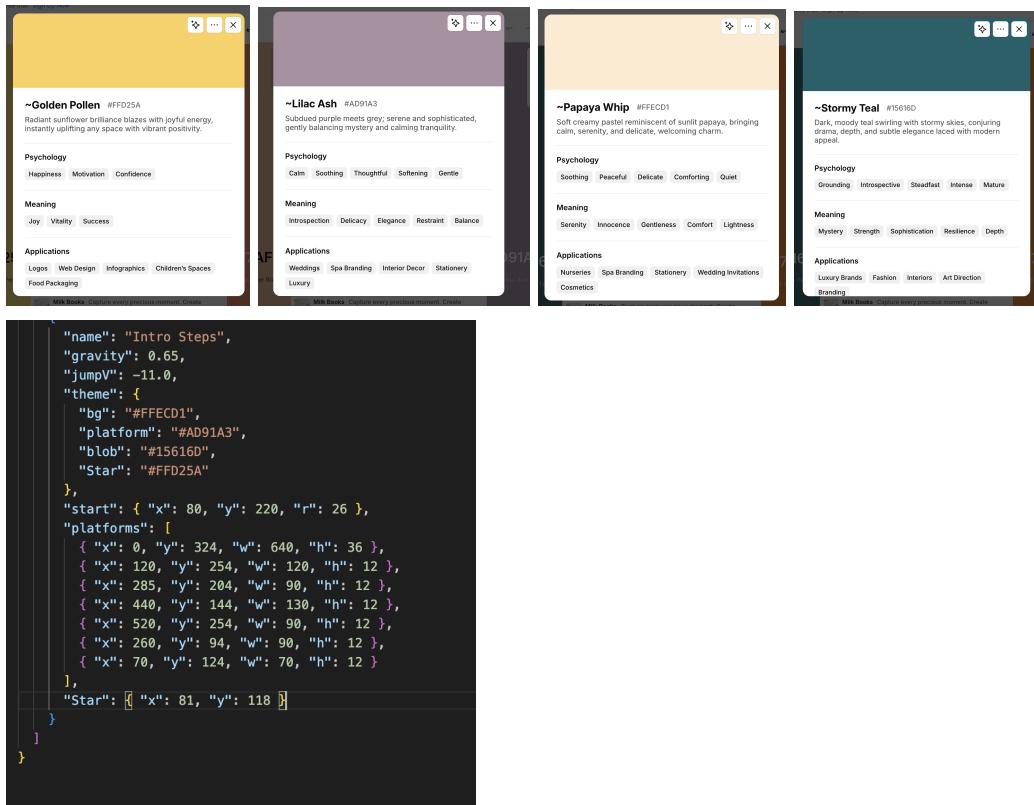


Process & Decision Documentation

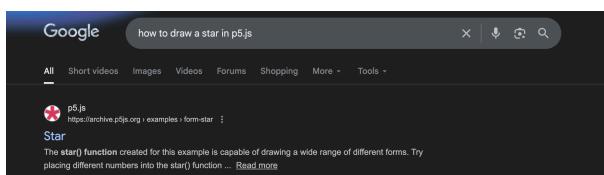
Project/Assignment Decisions

Disclaimer: I started this sidequest wanting to use the example 5 code and add a star using a class, which is what the first half of this process documents. I changed it later on to add a level to the example 4 code because the star was causing too many problems.

I did not use GenAI for this assignment because I wanted to challenge myself and understand the material better. I used resources such as the [p5.js](#) website and [colors.co](#) to help me out in finding existing classes and retrieving colour codes. I also received assistance from Dr. Karen Cochrane in troubleshooting my code.



Annotation: Changed colours BG, platform, blob, and Star using HEX codes (also updated in worldLevel.js)



```
You, 19 hours ago | 1 author (You)
class Star {
  constructor({x, y}) {
    shapeMode(CENTER);

    this.x = x;
    this.y = y;

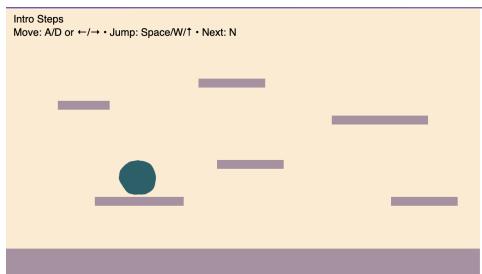
    this.w = 15;
    this.h = 15;

    draw(fillColor) {
      You, 19 hours ago + Uncommitted changes ';' expected.
      fill(fillColor);
      Star(this.x, this.y, this.w, this.h, 5);
    }
  }
}
```

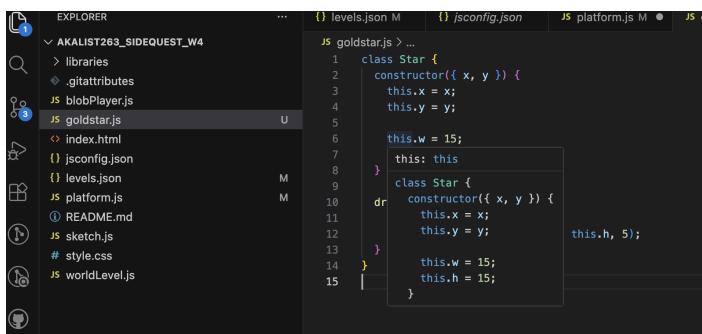
Annotation: Created “star” class – error fixed after this screenshot

```
<!-- Load classes BEFORE sketch.js (order matters) -->
<script src="Platform.js"></script>
<script src="WorldLevel.js"></script>
<script src="BlobPlayer.js"></script>
<script src="goldstar.js"></script>
```

NOTE: I did make sure this new file was being loaded in the index.html – changed to uppercase [“Goldstar.js”](#) after screenshot



Annotation: ERROR - Star was not appearing



```
EXPLORER ... levels.json M jsconfig.json JS platform.js M JS g
JS goldstar.js > ...
1  class Star {
2    constructor({ x, y }) {
3      this.x = x;
4      this.y = y;
5
6      this.w = 15;
7
8      this.h = 15;
9
10   draw(fillColor) {
11     You, 19 hours ago + Uncommitted changes ';' expected.
12     fill(fillColor);
13     Star(this.x, this.y, this.w, this.h, 5);
14   }
15 }
```

Annotation: In attempt to fix this error, I moved the “star” class to a new .js file – I had it in the [platform.js](#) file before

```

1 // Assign class "goldstar" to star shape
2 class goldstar {
3   constructor(x, y) {
4     this.x = x;
5     this.y = y;
6
7     this.radius1 = 30;
8     this.radius2 = 30;
9   }
10
11   draw(fillColor) {
12     fill(fillColor);
13     star(this.x, this.y, this.radius1, this.radius2, 5);
14   }
15 }
16
17 // Gold Colour Code: "#FFD25A"

```

Annotation: I also tried changing the W and H values to “radius 1” and “radius 2” based on the information for a star function from the [p5.js](#) website – error persisted

```

"start": { "x": 80, "y": 220, "r": 26 },
"goldstar": [ { "x": 81, "y": 118, "w": 30, "h": 30 }, Y
"platforms": [

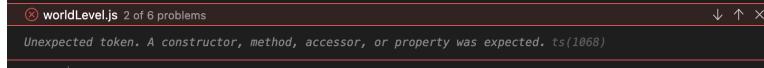
```

Annotation: I also tried changing all the values to “this.?” in the class, to see if I just needed to define them when I called them in the JSON file – error persisted

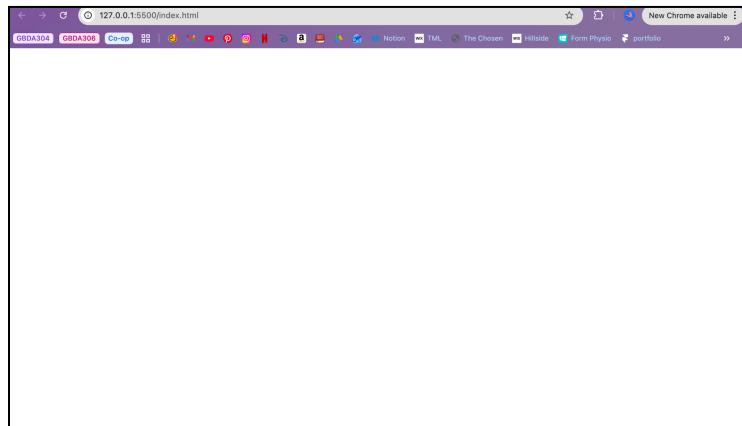
```

59 |   this.goldstar = (levelJson.goldstar || []).map((p) => new Goldstar(p));
60 |

```



Annotation: I noticed that in the [worldLevel.js](#) file there was a line that turned the raw data for “platforms” into the actual drawing, so I tried copying for the “goldstar” class



Result: Error not only persisted, but actually erased the entire drawing

Follow-up: I reverted this change and contacted Dr. Karen Cochrane for help.

```

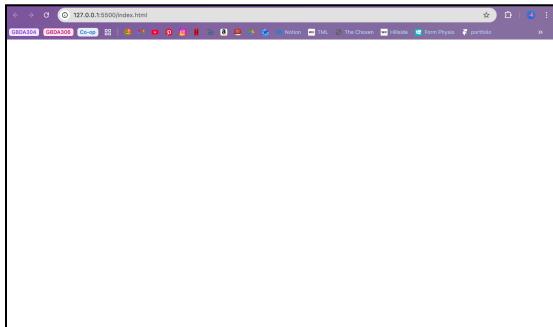
function draw() {
    // 1) Draw the world (background + platforms)
    world.drawWorld();

    // 2) Update and draw the player on top of the world
    player.update(world.platforms);
    player.draw(world.theme.blob);

    // 3) HUD
    fill(0);
    text(world.name, 10, 18);
    text("Move: A/D or ←→ • Jump: Space/W: • Next: N", 10, 36);

    fill(0, 0, 0);
    star(80, 285, 50, 50, 5);      You, now • Uncommitted changes
}

```

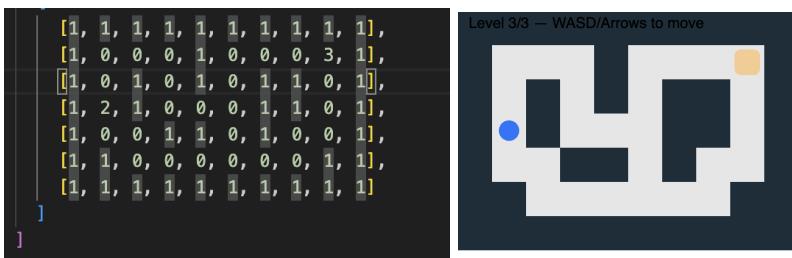


Annotation: I tried changing the star into just a function in the [sketch.js](#) file but the error persisted.

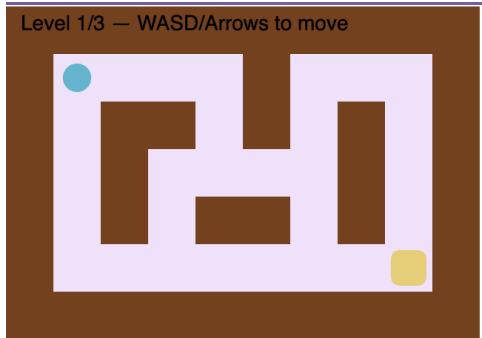
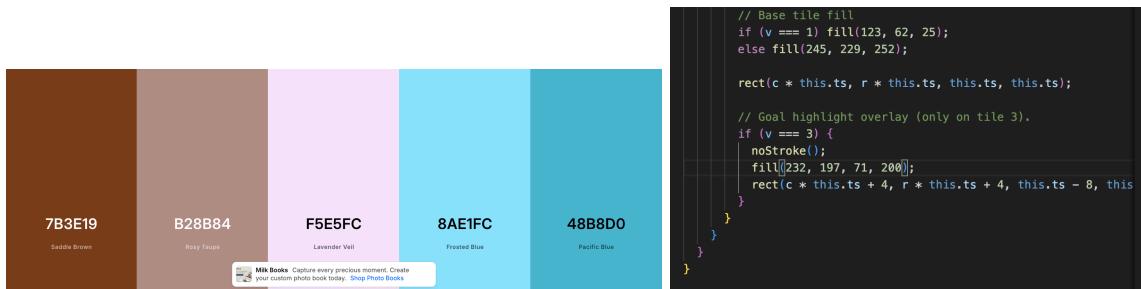
UPDATE: I completely changed my idea and just ended up adding another level to the example 4 code. The error was hard to work around, and my schedule wasn't letting me meet with Dr. Cochrane to properly troubleshoot.



Annotation: I added another level to the levels.json



Annotation: Updated the level so it looks different



Annotation: I also changed the colours of the objects

GenAI Documentation

No GenAI was used in this assignment.