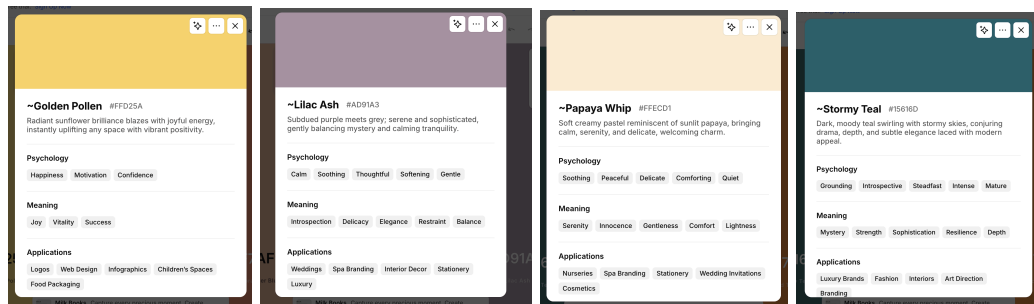


Process & Decision Documentation

Project/Assignment Decisions

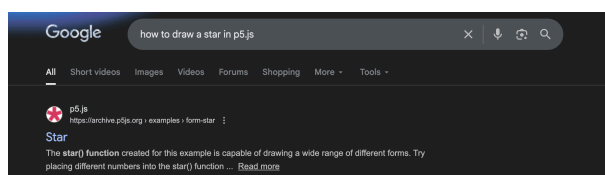
Disclaimer: I started this sidequest wanting to use the example 5 code and add a star using a class, which is what the first half of this process documents. I changed it later on to add a level to the example 4 code because the star was causing too many problems.

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](https://p5.js.org/examples/form/star) website and coolors.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.



```
{
  "name": "Intro Steps",
  "gravity": 0.65,
  "jumpV": -11.0,
  "theme": {
    "bg": "#FFECD1",
    "platform": "#AD91A3",
    "blob": "#15616D",
    "Star": "#FFD25A"
  },
  "start": { "x": 80, "y": 220, "r": 26 },
  "platforms": [
    { "x": 0, "y": 324, "w": 640, "h": 36 },
    { "x": 120, "y": 254, "w": 120, "h": 12 },
    { "x": 285, "y": 204, "w": 90, "h": 12 },
    { "x": 440, "y": 144, "w": 130, "h": 12 },
    { "x": 520, "y": 254, "w": 90, "h": 12 },
    { "x": 260, "y": 94, "w": 90, "h": 12 },
    { "x": 70, "y": 124, "w": 70, "h": 12 }
  ],
  "Star": { "x": 81, "y": 118 }
}
```

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)
    fill(fillColor);
    Star(this.x, this.y, this.w, this.y, 5);
  }
}

```

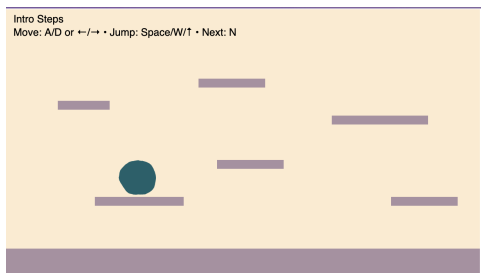
Annotation: Created “star” class – error fixed after this screenshot

```

<!-- 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
AKALIST263_SIDEQUEST_W4
  libraries
  .gitattributes
  JS blobPlayer.js
  JS goldstar.js
  index.html
  jsconfig.json
  levels.json
  JS platform.js
  README.md
  JS sketch.js
  style.css
  JS worldLevel.js

JS goldstar.js > ...
1 class Star {
2   constructor({ x, y }) {
3     this.x = x;
4     this.y = y;
5
6     this.w = 15;
7     this.h = 15;
8   }
9   draw() {
10    fill(fillColor);
11    Star(this.x, this.y, this.w, this.h, 5);
12  }
13 }
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

```
// Size (width/height).
this.radius1 = w;
this.radius2 = h; | You, now * Uncommitted changes
```

```
// Design class Goldstar to star shape
class goldstar {
  constructor( { x, y } ) {
    this.x = x;
    this.y = y;

    this.radius1 = 30;
    this.radius2 = 30;
  }

  draw(fillColor) {
    fill(fillColor);
    star([this.x, this.y, this.radius1, this.radius2, 5]);
  }
}

// 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

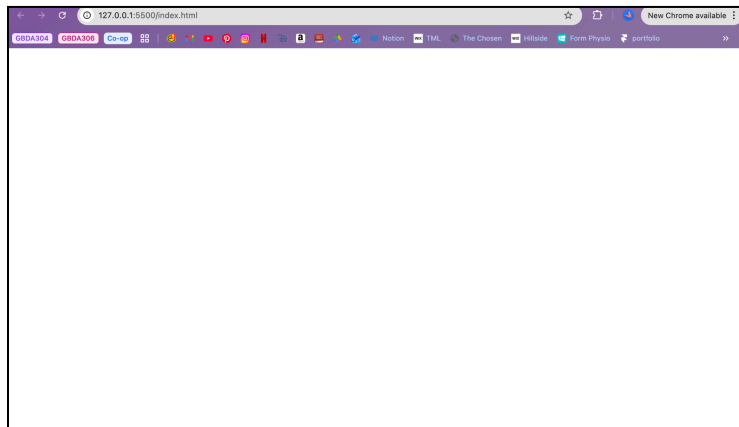
```
"start": { "x": 80, "y": 220, "r": 26 },
"goldstar": { "x": 81, "y": 118, "w": 30, "h": 30 },
"platforms": [
```

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 }

worldLevel.js 2 of 6 problems
Unexpected token. A constructor, method, accessor, or property was expected. ts(1068)
```

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

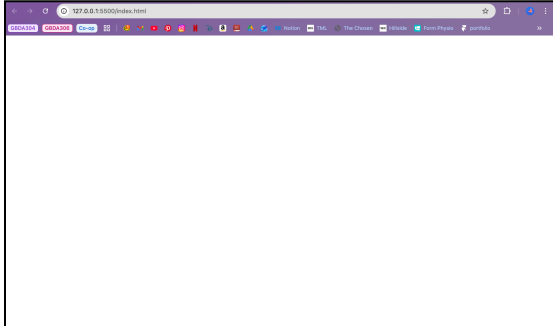
Follow-up: I reverted this change and contacted Dr. Karen Cochrane for help.

```
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);

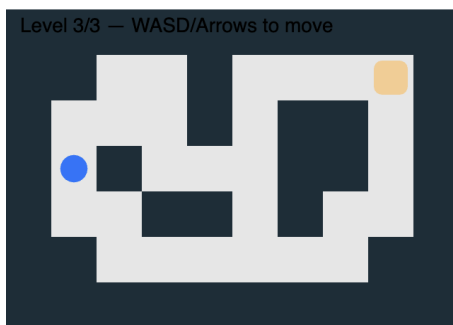
  // 3) HUD
  fill(0);
  text(world.name, 10, 18);
  text("Move: A/D or ←/→ • Jump: Space/W/↑ • Next: N", 10, 36);

  fill(0, 0, 0);
  star(80, 285, 50, 50, 5);
}
```



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

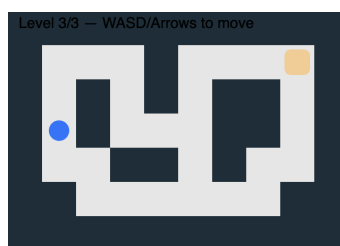
UPDATE: I completely changed my idea and just ended up adding another level to the example 4 code. The error was hard to work around, and my schedule wasn't letting me meet with Dr. Cochrane to properly troubleshoot.



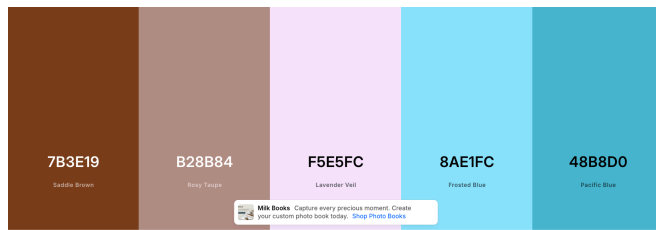
```
22   [1, 1, 1, 1, 1, 1, 1, 1, 1, 1],
23   [1, 1, 0, 0, 1, 0, 0, 0, 3, 1],
24   [1, 0, 0, 0, 1, 0, 1, 1, 0, 1],
25   [1, 2, 1, 0, 0, 0, 1, 1, 0, 1],
26   [1, 0, 0, 1, 1, 0, 1, 0, 0, 1],
27   [1, 1, 0, 0, 0, 0, 0, 0, 1, 1],
28   [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]
29   ]
30   }
31 }
```

Annotation: I added another level to the levels.json

```
[
  [1, 1, 1, 1, 1, 1, 1, 1, 1, 1],
  [1, 0, 0, 0, 1, 0, 0, 0, 3, 1],
  [1, 0, 1, 0, 1, 0, 1, 1, 0, 1],
  [1, 2, 1, 0, 0, 0, 1, 1, 0, 1],
  [1, 0, 0, 1, 1, 0, 1, 0, 0, 1],
  [1, 1, 0, 0, 0, 0, 0, 0, 1, 1],
  [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]
]
```



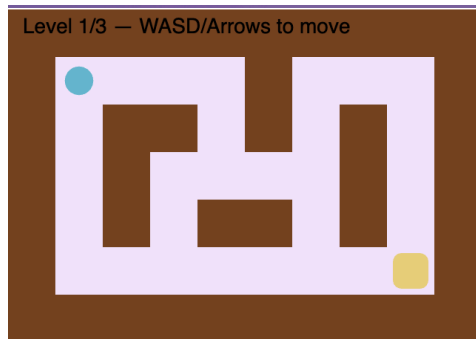
Annotation: Updated the level so it looks different



```
// Base tile fill
if (v === 1) fill(123, 62, 25);
else fill(245, 229, 252);

rect(c * this.ts, r * this.ts, this.ts, this.ts);

// Goal highlight overlay (only on tile 3).
if (v === 3) {
  noStroke();
  fill[232, 197, 71, 200];
  rect(c * this.ts + 4, r * this.ts + 4, this.ts - 8, this
}
}
```



Annotation: I also changed the colours of the objects

GenAI Documentation

No GenAI was used in this assignment.