

Process & Decision Documentation

Adjusted blob edge deformation to be more aggressive and changed the colour scheme to be orange to better represent the emotion of “anxiety”. Increased speed and reduced friction to make it harder to control. Made platforms smaller and added two more to add to the difficulty and add more variety.

GenAI Documentation

No GenAI used for this task.

Process Screenshots

All deployments

Latest deployments from pinned environments

The screenshot shows the GitHub Deployments page for the 'github-pages' environment. It displays 8 deployments, all of which occurred 2 weeks ago. Each deployment is associated with the 'main' branch and is marked as successful (green checkmark). The deployments are listed in descending order of time, starting with the most recent at the top. The descriptions of the deployments correspond to the process steps listed in the documentation.

Description	Branch	Time Ago	Action
Add files via upload	main	2 weeks ago	...
Added README content	main	2 weeks ago	...
Added platforms, updated visuals, made blob harder to control	main	2 weeks ago	...
Changed speed animation, increased friction	main	2 weeks ago	...
Decreased friction, increased animation speed	main	2 weeks ago	...
Changed physics, blob appearance	main	2 weeks ago	...
Added example code	main	2 weeks ago	...
Added example code	main	2 weeks ago	...

My process can be viewed under [Deployments](#), as I had not yet figured out that I could use the Live Server extension for testing

Changed physics, blob appearance

1 parent [df0825a commit 515a798](#)

sketch.js

```

1 1 file changed +7 -7 lines changed
2 sketch.js
3 @@ -10,8 +10,8 @@ let blob3 = {
4   10 // Visual properties
5   11 r: 26, // Base radius
6   12 points: 48, // Number of points used to draw the blob
7   13 - wobble: 7, // Edge deformation amount
8   14 - wobbleFreq: 0.9,
9   13 + wobble: 30, // Edge deformation amount
10  14 + wobbleFreq: 5,
11  15
12  16 // Time values for breathing animation
13  17 t: 0,
14 @@ -22,17 +22,17 @@ let blob3 = {
15  22 vy: 0, // Vertical velocity
16  23
17  24 // Movement tuning
18  25 - accel: 0.55, // Horizontal acceleration
19  26 - maxRun: 4.0, // Maximum horizontal speed
20  25 + accel: 1, // Horizontal acceleration
21  26 + maxRun: 10.0, // Maximum horizontal speed
22  27 gravity: 0.65, // Downward force
23  28 jumpV: -11.0, // Initial jump impulse
24  29
25  30 // State
26  31 onGround: false, // True when standing on a platform
27  32

```

Changed the physics and blob appearance, to get a better understanding of the code.

atgeorge2 committed 2 weeks ago · 3/3

Decreased friction, increased animation speed

1 parent [515a798 commit 2d8c5e2](#)

sketch.js

```

1 1 file changed +3 -3 lines changed
2 sketch.js
3 @@ -15,7 +15,7 @@ let blob3 = {
4   15
5   16 // Time values for breathing animation
6   17 t: 0,
7   18 - tSpeed: 0.01,
8   18 + tSpeed: 0.005,
9   19
10  20 // Physics: velocity
11  21 vx: 0, // Horizontal velocity
12 @@ -31,8 +31,8 @@ let blob3 = {
13  31 onGround: false, // True when standing on a platform
14  32
15  33 // Friction
16  34 - frictionAir: 0.3, // Light friction in air
17  35 - frictionGround: 0.5, // Stronger friction on ground
18  34 + frictionAir: 2, // Light friction in air
19  35 + frictionGround: 1.5, // Stronger friction on ground
20  36 };
21  37
22  38 // List of solid platforms the blob can stand on
23

```

Comments 0

Lock conversation

Tried to decrease friction and adjusted the blob's animation speed to try to replicate feelings of anxiety. Did not realize friction became stronger the lower the number.

Filter files... sketch.js

1 file changed +4 -4 lines changed

```

sketch.js @@ -15,14 +15,14 @@ let blob3 = {
  15   15
  16   // Time values for breathing animation
  17   17
  18 -   tSpeed: 0.005,
  18 +   tSpeed: 0.1,
  19   19
  20   // Physics: velocity
  21   vx: 0, // Horizontal velocity
  22   vy: 0, // Vertical velocity
  23   23
  24   // Movement tuning
  25 -   accel: 1, // Horizontal acceleration
  25 +   accel: 2, // Horizontal acceleration
  26   maxRun: 10.0, // Maximum horizontal speed
  27   gravity: 0.65, // Downward force
  28   jumpV: -11.0, // Initial jump impulse
  29 @@ -31,8 +31,8 @@ let blob3 = {
  31   onGround: false, // True when standing on a platform
  32   32
  33   // Friction
  34 -   frictionAir: 2, // Light friction in air
  35 -   frictionGround: 1.5, // Stronger friction on ground
  34 +   frictionAir: 1, // Light friction in air
  35 +   frictionGround: 0.9, // Stronger friction on ground
  36   36
  37   37
  38   // List of solid platforms the blob can stand on

```

Adjusted animation speed further. Tried making the friction number larger to decrease the friction. Did not realize 1 was the maximum number (probably should've looked closer at the base code physics)

Filter files... sketch.js

1 file changed +15 -13 lines changed

```

sketch.js @@ -9,7 +9,7 @@ let blob3 = {
  9   9
 10  // Visual properties
 11  r: 26, // Base radius
 12 -   points: 48, // Number of points used to draw the blob
 12 +   points: 24, // Number of points used to draw the blob
 13  wobble: 30, // Edge deformation amount
 14  wobbleFreq: 5,
 15  15
 23 @@ -23,16 +23,16 @@ let blob3 = {
 24   // Movement tuning
 25   accel: 2, // Horizontal acceleration
 25
 26 -   maxRun: 10.0, // Maximum horizontal speed
 27 -   gravity: 0.65, // Downward force
 28 -   jumpV: -11.0, // Initial jump impulse
 26 +   maxRun: 30.0, // Maximum horizontal speed
 27 +   gravity: 0.9, // Downward force
 28 +   jumpV: -30.0, // Initial jump impulse
 29   29
 30  // State
 31  onGround: false, // True when standing on a platform
 32   32
 33   // Friction
 34 -   frictionAir: 1, // Light friction in air
 35 -   frictionGround: 0.9, // Stronger friction on ground
 34 +   frictionAir: 0.99, // Light friction in air
 35 +   frictionGround: 0.99, // Stronger friction on ground
 36   36

```

Filter files...  

1 file changed +15 -13 lines changed

sketch.js  

Top Search within code    

+15 -13    

```

38 38 // List of solid platforms the blob can stand on
39 39 @@ -52,21 +52,23 @@ function setup() {
40 40     // Create platforms (floor + steps)
41 41     platforms = [
42 42         { x: 0, y: floorY3, w: width, h: height - floorY3 }, // floor
43 43         { x: 120, y: floorY3 - 70, w: 120, h: 12 }, // low step
44 44         { x: 300, y: floorY3 - 120, w: 90, h: 12 }, // mid step
45 45         { x: 440, y: floorY3 - 180, w: 130, h: 12 }, // high step
46 46         { x: 520, y: floorY3 - 70, w: 90, h: 12 }, // return ramp
47 47         { x: 120, y: floorY3 - 70, w: 40, h: 12 }, // low step
48 48         { x: 300, y: floorY3 - 120, w: 30, h: 12 }, // mid step
49 49         { x: 440, y: floorY3 - 180, w: 50, h: 12 }, // high step
50 50         { x: 520, y: floorY3 - 70, w: 30, h: 12 }, // return ramp
51 51         { x: 350, y: floorY3 - 200, w: 30, h: 12 }, // extra platform
52 52         { x: 180, y: floorY3 - 180, w: 30, h: 12 }, // extra platform
53 53     ];
54 54
55 55     // Start the blob resting on the floor
56 56     blob3.y = floorY3 - blob3.r - 1;
57 57 }
58 58
59 59     function draw() {
60 60         // background(240);
61 61         + background(255, 233, 212);
62 62
63 63         // --- Draw all platforms ---
64 64         - fill(200);
65 65         + fill(247, 185, 125);
66 66         for (const p of platforms) {
67 67             // ...
68 68             stroke(255, 233, 212);
69 69             strokeWeight(2);
70 70             noFill();
71 71             rect(p.x, p.y, p.w, p.h);
72 72         }
73 73     }
74 74
75 75     function mouseDragged() {
76 76         if (blob3.y <= floorY3) {
77 77             blob3.y += 1;
78 78         }
79 79     }
80 80
81 81     function mouseReleased() {
82 82         if (blob3.y > floorY3) {
83 83             blob3.y -= 1;
84 84         }
85 85     }
86 86
87 87     function mousePressed() {
88 88         if (blob3.y <= floorY3) {
89 89             blob3.y += 1;
90 90         }
91 91     }
92 92
93 93     function mouseMoved() {
94 94         if (blob3.y <= floorY3) {
95 95             blob3.y += 1;
96 96         }
97 97     }
98 98
99 99     function mouseEntered() {
100 100         if (blob3.y <= floorY3) {
101 101             blob3.y += 1;
102 102         }
103 103     }
104 104
105 105     function mouseExited() {
106 106         if (blob3.y <= floorY3) {
107 107             blob3.y += 1;
108 108         }
109 109     }
110 110
111 111     function mouseWheel(event) {
112 112         if (blob3.y <= floorY3) {
113 113             blob3.y += 1;
114 114         }
115 115     }
116 116
117 117     function windowResized() {
118 118         blob3.r = width / 10;
119 119         blob3.y = floorY3 - blob3.r - 1;
120 120     }
121 121
122 122     function windowLoaded() {
123 123         blob3.r = width / 10;
124 124         blob3.y = floorY3 - blob3.r - 1;
125 125     }
126 126
127 127     function windowUnloaded() {
128 128         blob3.r = width / 10;
129 129         blob3.y = floorY3 - blob3.r - 1;
130 130     }
131 131
132 132     function windowResized() {
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135 135     }
136 136
137 137     function windowLoaded() {
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140 140     }
141 141
142 142     function windowUnloaded() {
143 143         blob3.r = width / 10;
144 144         blob3.y = floorY3 - blob3.r - 1;
145 145     }
146 146
147 147     function windowResized() {
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155 155     }
156 156
157 157     function windowUnloaded() {
158 158         blob3.r = width / 10;
159 159         blob3.y = floorY3 - blob3.r - 1;
160 160     }
161 161
162 162     function windowResized() {
163 163         blob3.r = width / 10;
164 164         blob3.y = floorY3 - blob3.r - 1;
165 165     }
166 166
167 167     function windowLoaded() {
168 168         blob3.r = width / 10;
169 169         blob3.y = floorY3 - blob3.r - 1;
170 170     }
171 171
172 172     function windowUnloaded() {
173 173         blob3.r = width / 10;
174 174         blob3.y = floorY3 - blob3.r - 1;
175 175     }
176 176
177 177     function windowResized() {
178 178         blob3.r = width / 10;
179 179         blob3.y = floorY3 - blob3.r - 1;
180 180     }
181 181
182 182     function windowLoaded() {
183 183         blob3.r = width / 10;
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185 185     }
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187 187     function windowUnloaded() {
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195 195     }
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200 200     }
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202 202     function windowUnloaded() {
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205 205     }
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207 207     function windowResized() {
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210 210     }
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215 215     }
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229 229         blob3.y = floorY3 - blob3.r - 1;
230 230     }
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232 232     function windowUnloaded() {
233 233         blob3.r = width / 10;
234 234         blob3.y = floorY3 - blob3.r - 1;
235 235     }
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240 240     }
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245 245     }
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247 247     function windowUnloaded() {
248 248         blob3.r = width / 10;
249 249         blob3.y = floorY3 - blob3.r - 1;
250 250     }
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252 252     function windowResized() {
253 253         blob3.r = width / 10;
254 254         blob3.y = floorY3 - blob3.r - 1;
255 255     }
256 256
257 257     function windowLoaded() {
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260 260     }
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262 262     function windowUnloaded() {
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265 265     }
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275 275     }
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277 277     function windowUnloaded() {
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305 305     }
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307 307     function windowUnloaded() {
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310 310     }
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312 312     function windowResized() {
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322 322     function windowUnloaded() {
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325 325     }
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327 327     function windowResized() {
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566 566
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581 581
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584 584         blob3.y = floorY3 - blob3.r - 1;
585 585     }
586 586
587 587     function windowLoaded() {
588 588         blob3.r = width / 10;
589 589         blob3.y = floorY3 - blob3.r - 1;
590 590     }
591 591
592 592     function windowUnloaded() {
593 593         blob3.r = width / 10;
594 594         blob3.y = floorY3 - blob3.r - 1;
595 595     }
596 596
597 597     function windowResized() {
598 598         blob3.r = width / 10;
599 599         blob3.y = floorY3 - blob3.r - 1;
600 600     }
601 601
602 602     function windowLoaded() {
603 603         blob3.r = width / 10;
604 604         blob3.y = floorY3 - blob3.r - 1;
605 605     }
606 606
607 607     function windowUnloaded() {
608 608         blob3.r = width / 10;
609 609         blob3.y = floorY3 - blob3.r - 1;
610 610     }
611 611
612 612     function windowResized() {
613 613         blob3.r = width / 10;
614 614         blob3.y = floorY3 - blob3.r - 1;
615 615     }
616 616
617 617     function windowLoaded() {
618 618         blob3.r = width / 10;
619 619         blob3.y = floorY3 - blob3.r - 1;
620 620     }
621 621
622 622     function windowUnloaded() {
623 623         blob3.r = width / 10;
624 624         blob3.y = floorY3 - blob3.r - 1;
625 625     }
626 626
627 627     function windowResized() {
628 628         blob3.r = width / 10;
629 629         blob3.y = floorY3 - blob3.r - 1;
630 630     }
631 631
632 632     function windowLoaded() {
633 633         blob3.r = width / 10;
634 634         blob3.y = floorY3 - blob3.r - 1;
635 635     }
636 636
637 637     function windowUnloaded() {
638 638         blob3.r = width / 10;
639 639         blob3.y = floorY3 - blob3.r - 1;
640 640     }
641 641
642 642     function windowResized() {
643 643         blob3.r = width / 10;
644 644         blob3.y = floorY3 - blob3.r - 1;
645 645     }
646 646
647 647     function windowLoaded() {
648 648         blob3.r = width / 10;
649 649         blob3.y = floorY3 - blob3.r - 1;
650 650     }
651 651
652 652     function windowUnloaded() {
653 653         blob3.r = width / 10;
654 654         blob3.y = floorY3 - blob3.r - 1;
655 655     }
656 656
657 657     function windowResized() {
658 658         blob3.r = width / 10;
659 659         blob3.y = floorY3 - blob3.r - 1;
660 660     }
661 661
662 662     function windowLoaded() {
663 663         blob3.r = width / 10;
664 664         blob3.y = floorY3 - blob3.r - 1;
665 665     }
666 666
667 667     function windowUnloaded() {
668 668         blob3.r = width / 10;
669 669         blob3.y = floorY3 - blob3.r - 1;
670 670     }
671 671
672 672     function windowResized() {
673 673         blob3.r = width / 10;
674 674         blob3.y = floorY3 - blob3.r - 1;
675 675     }
676 676
677 677     function windowLoaded() {
678 678         blob3.r = width / 10;
679 679         blob3.y = floorY3 - blob3.r - 1;
680 680     }
681 681
682 682     function windowUnloaded() {
683 683         blob3.r = width / 10;
684 684         blob3.y = floorY3 - blob3.r - 1;
685 685     }
686 686
687 687     function windowResized() {
688 688         blob3.r = width / 10;
689 689         blob3.y = floorY3 - blob3.r - 1;
690 690     }
691 691
692 692     function windowLoaded() {
693 693         blob3.r = width / 10;
694 694         blob3.y = floorY3 - blob3.r - 1;
695 695     }
696 696
697 697     function windowUnloaded() {
698 698         blob3.r = width / 10;
699 699         blob3.y = floorY3 - blob3.r - 1;
700 700     }
701 701
702 702     function windowResized() {
703 703         blob3.r = width / 10;
704 704         blob3.y = floorY3 - blob3.r - 1;
705 705     }
706 706
707 707     function windowLoaded() {
708 708         blob3.r = width / 10;
709 709         blob3.y = floorY3 - blob3.r - 1;
710 710     }
711 711
712 712     function windowUnloaded() {
713 713         blob3.r = width / 10;
714 714         blob3.y = floorY3 - blob3.r - 1;
715 715     }
716 716
717 717     function windowResized() {
718 718         blob3.r = width / 10;
719 719         blob3.y = floorY3 - blob3.r - 1;
720 720     }
721 721
722 722     function windowLoaded() {
723 723         blob3.r = width / 10;
724 724         blob3.y = floorY3 - blob3.r - 1;
725 725     }
726 726
727 727     function windowUnloaded() {
728 728         blob3.r = width / 10;
729 729         blob3.y = floorY3 - blob3.r - 1;
730 730     }
731 731
732 732     function windowResized() {
733 733         blob3.r = width / 10;
734 734         blob3.y = floorY3 - blob3.r - 1;
735 735     }
736 736
737 737     function windowLoaded() {
738 738         blob3.r = width / 10;
739 739         blob3.y = floorY3 - blob3.r - 1;
740 740     }
741 741
742 742     function windowUnloaded() {
743 743         blob3.r = width / 10;
744 744         blob3.y = floorY3 - blob3.r - 1;
745 745     }
746 746
747 747     function windowResized() {
748 748         blob3.r = width / 10;
749 749         blob3.y = floorY3 - blob3.r - 1;
750 750     }
751 751
752 752     function windowLoaded() {
753 753         blob3.r = width / 10;
754 754         blob3.y = floorY3 - blob3.r - 1;
755 755     }
756 756
757 757     function windowUnloaded() {
758 758         blob3.r = width / 10;
759 759         blob3.y = floorY3 - blob3.r - 1;
760 760     }
761 761
762 762     function windowResized() {
763 763         blob3.r = width / 10;
764 764         blob3.y = floorY3 - blob3.r - 1;
765 765     }
766 766
767 767     function windowLoaded() {
768 768         blob3.r = width / 10;
769 769         blob3.y = floorY3 - blob3.r - 1;
770 770     }
771 771
772 772     function windowUnloaded() {
773 773         blob3.r = width / 10;
774 774         blob3.y = floorY3 - blob3.r - 1;
775 775     }
776 776
777 777     function windowResized() {
778 778         blob3.r = width / 10;
779 779         blob3.y = floorY3 - blob3.r - 1;
780 780     }
781 781
782 782     function windowLoaded() {
783 783         blob3.r = width / 10;
784 784         blob3.y = floorY3 - blob3.r - 1;
785 785     }
786 786
787 787     function windowUnloaded() {
788 788         blob3.r = width / 10;
789 789         blob3.y = floorY3 - blob3.r - 1;
790 790     }
791 791
792 792     function windowResized() {
793 793         blob3.r = width / 10;
794 794         blob3.y = floorY3 - blob3.r - 1;
795 795     }
79
```