

# 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

✓

github-pages

Last deployed 2 weeks ago

[https://atgeorge2.github.io/atgeorge2\\_sidequest\\_W2/](https://atgeorge2.github.io/atgeorge2_sidequest_W2/)

Filter

Filter deployments

Q

8 deployments

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Add files via upload

Active

Deployed to github-pages by atgeorge2 via pages-build-deployment #8

main

2 weeks ago

...

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Added README content

Deployed to github-pages by atgeorge2 via pages-build-deployment #7

main

2 weeks ago

...

✓

Added platforms, updated visuals, made blob harder to control

Deployed to github-pages by atgeorge2 via pages-build-deployment #6

main

2 weeks ago

...

✓

Changed speed animation, increased friction

Deployed to github-pages by atgeorge2 via pages-build-deployment #5

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...

✓

Decreased friction, increased animation speed

Deployed to github-pages by atgeorge2 via pages-build-deployment #4

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✓

Changed physics, blob appearance

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...

✓

Added example code

Deployed to github-pages by atgeorge2 via pages-build-deployment #2

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...

✓

Added example code

Deployed to github-pages by atgeorge2 via pages-build-deployment #1

main

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...

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

atgeorge2 / atgeorge2\_sidequest\_W2

Q Type to search

<> Code

Issues

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Commit 515a798

atgeorge2 committed 2 weeks ago · ✓ 3 / 3

Changed physics, blob appearance

main

1 parent df0825a commit 515a798

Browse files

Q Filter files...

sketchjs

1 file changed +7 -7 lines changed

Q Search within code

sketch.js

@@ -10,8 +10,8 @@ let blob3 = {

10 10 // Visual properties

11 11 r: 26, // Base radius

12 12 points: 48, // Number of points used to draw the blob

13 - wobble: 7, // Edge deformation amount

14 - wobbleFreq: 0.9,

13 + wobble: 30, // Edge deformation amount

14 + wobbleFreq: 5,

15 15

16 16 // Time values for breathing animation

17 17 t: 0,

@@ -22,17 +22,17 @@ let blob3 = {

22 22 vy: 0, // Vertical velocity

23 23

24 24 // Movement tuning

25 - accel: 0.55, // Horizontal acceleration

Example of an earlier deployment