

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/

Filter

Filter deployments

8 deployments

✓ Add files via upload

Active

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

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2 weeks ago

...

✓ Added README content

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

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2 weeks ago

...

✓ Added platforms, updated visuals, made blob harder to control

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2 weeks ago

...

✓ Changed speed animation, increased friction

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✓ Decreased friction, increased animation speed

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✓ Changed physics, blob appearance

Deployed to github-pages by atgeorge2 via pages-build-deployment #3

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✓ Added example code

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...

✓ Added example code

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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

main

1 parent d0825a commit 515a798

Filter files... sketch.js

1 file changed +7 -7 lines changed

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
26 - maxRun: 4.0, // Maximum horizontal speed
25 + accel: 1, // Horizontal acceleration
26 + maxRun: 10.0, // Maximum horizontal speed
27 27 gravity: 0.65, // Downward force
28 28 jumpV: -11.0, // Initial jump impulse
29 29
30 30 // State
31 31 onGround: false, // True when standing on a platform
32 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

main

1 parent 515a798 commit 2d8c5e2

Filter files... sketch.js

1 file changed +3 -3 lines changed

Search within code

sketch.js

```
@@ -15,7 +15,7 @@ let blob3 = {
15 15
16 16 // Time values for breathing animation
17 17 t: 0,
18 - tSpeed: 0.01,
18 + tSpeed: 0.005,
19 19
20 20 // Physics: velocity
21 21 vx: 0, // Horizontal velocity
@@ -31,8 +31,8 @@ let blob3 = {
31 31 onGround: false, // True when standing on a platform
32 32
33 33 // Friction
34 - frictionAir: 0.3, // Light friction in air
35 - frictionGround: 0.5, // Stronger friction on ground
34 + frictionAir: 2, // Light friction in air
35 + frictionGround: 1.5, // Stronger friction on ground
36 36 };
37 37
38 38 // List of solid platforms the blob can stand on
```

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.

Q Filter files...

sketch.js

1 file changed +4 -4 lines changed

Top

Search within code

sketch.js

+4 -4

@@ -15,14 +15,14 @@ let blob3 = {

15 15

16 16 // Time values for breathing animation

17 17 t: 0,

18 - tSpeed: 0.005,

18 + tSpeed: 0.1,

19 19

20 20 // Physics: velocity

21 21 vx: 0, // Horizontal velocity

22 22 vy: 0, // Vertical velocity

23 23

24 24 // Movement tuning

25 - accel: 1, // Horizontal acceleration

25 + accel: 2, // Horizontal acceleration

26 26 maxRun: 10.0, // Maximum horizontal speed

27 27 gravity: 0.65, // Downward force

28 28 jumpV: -11.0, // Initial jump impulse

@@ -31,8 +31,8 @@ let blob3 = {

31 31 onGround: false, // True when standing on a platform

32 32

33 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 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)

Q Filter files...

sketch.js

1 file changed +15 -13 lines changed

Search within code

sketch.js

+15 -13

@@ -9,7 +9,7 @@ let blob3 = {

9 9

10 10 // Visual properties

11 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 13 wobble: 30, // Edge deformation amount

14 14 wobbleFreq: 5,

15 15

@@ -23,16 +23,16 @@ let blob3 = {

23 23

24 24 // Movement tuning

25 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

26 + maxRun: 30.0, // Maximum horizontal speed

27 + gravity: 0.9, // Downward force

28 + jumpV: -30.0, // Initial jump impulse

29 29

30 30 // State

31 31 onGround: false, // True when standing on a platform

32 32

33 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 };

Q Filter files...

sketch.js

1 file changed +15 -13 lines changed

↑ Top

Q Search within code

⚙

sketch.js

+15 -13

37 37

38 38 // List of solid platforms the blob can stand on

39 39

40 40 @@ -52,21 +52,23 @@ function setup() {

41 41

42 42 // Create platforms (floor + steps)

43 43 platforms = [

44 44 { x: 0, y: floorY3, w: width, h: height - floorY3 }, // floor

45 45

46 46 - { x: 120, y: floorY3 - 70, w: 120, h: 12 }, // low step

47 47

48 48 - { x: 300, y: floorY3 - 120, w: 90, h: 12 }, // mid step

49 49

50 50 - { x: 440, y: floorY3 - 180, w: 130, h: 12 }, // high step

51 51

52 52 - { x: 520, y: floorY3 - 70, w: 90, h: 12 }, // return ramp

53 53

54 54 + { x: 120, y: floorY3 - 70, w: 40, h: 12 }, // low step

55 55

56 56 + { x: 300, y: floorY3 - 120, w: 30, h: 12 }, // mid step

57 57

58 58 + { x: 440, y: floorY3 - 180, w: 50, h: 12 }, // high step

59 59

60 60 + { x: 520, y: floorY3 - 70, w: 30, h: 12 }, // return ramp

61 61

62 62 + { x: 350, y: floorY3 - 200, w: 30, h: 12 }, //extra platform

63 63

64 64 + { x: 180, y: floorY3 - 180, w: 30, h: 12 }, //extra platform

65 65

66 66];

67 67

68 68 // Start the blob resting on the floor

69 69 blob3.y = floorY3 - blob3.r - 1;

70 70 }

71 71

72 72

73 73 function draw() {

74 74

75 75 - background(240);

76 76

77 77 + background(255, 233, 212);

78 78

79 79 // --- Draw all platforms ---

80 80

81 81 - fill(200);

82 82

83 83 + fill(247, 185, 125);

84 84

85 85 for (const p of platforms) {

Updated colour scheme to be orange, to reflect the emotion of “anxiety”. Added platforms, adjusted previous platforms to be smaller. Made more adjustments to the physics to make the sphere harder to control.