Process & Decision Documentation


First attempt at adding another level through the JSON file, assumed that levelIndex related to schemaVersion. I later found this assumption to be incorrect after looking through the sketch code again.

EXPLORER
⌄ ATGEORGE2_SIDEQUEST_W4
 › libraries
 ◈ .gitattributes
 JS blobPlayer.js
 ◇ index.html
 {} jsconfig.json
 {} levels.json   M
 JS platform.js
 ⓘ README.md   M
 JS sketch.js
 # style.css
 JS worldLevel.js

⇄ Settings   ⓘ README.md M   {} levels.json M ✕   {} jsconfig.json

{} levels.json > {} levels > {} 1
      You, now | 1 author (You)
  1 {
  2   "schemaVersion": 1,
  3   "levels": [
  4   {
  5   "name": "Intro Steps",
  6   "gravity": 0.65,
  7   "jumpV": -11.0,
  8   "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8", "blob": "#1478FF" },
  9   "start": { "x": 80, "y": 220, "r": 26 },
 10   "platforms": [
 11   { "x": 0, "y": 324, "w": 640, "h": 36 },
 12   { "x": 120, "y": 254, "w": 120, "h": 12 },
 13   { "x": 300, "y": 204, "w": 90, "h": 12 },
 14   { "x": 440, "y": 144, "w": 130, "h": 12 },
 15   { "x": 520, "y": 254, "w": 90, "h": 12 }
 16   ]
 17   },
 18   {   You, now • Uncommitted changes
 19   "name": "Level 1",
 20   "gravity": 0.65,
 21   "jumpV": -11.0,
 22   "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8", "blob": "#1478FF" },
 23   "start": { "x": 80, "y": 220, "r": 26 },
 24   "platforms": [
 25   { "x": 0, "y": 100, "w": 640, "h": 36 },
 26   { "x": 120, "y": 254, "w": 120, "h": 12 },
 27   { "x": 300, "y": 204, "w": 90, "h": 12 },
 28   { "x": 440, "y": 144, "w": 130, "h": 12 },
 29   { "x": 520, "y": 254, "w": 90, "h": 12 }
 30   ]
 31   }
 32   ]
 33 }
 34

⟨ ⟩ ⌥ main* ○ ⚡ ⚙ ⚡ Launchpad   ⊗ 0 ⚠ 0   ◇ You, now   Ln 18, Col 6   Spaces: 2   UTF-8   CRLF   {} JSON   🐛   ⊘ Port : 5500   ✓ Prettier   🔔

Fixed the issue once I realized levelIndex was meant to call upon "levels", by making new levels a new object in its array.
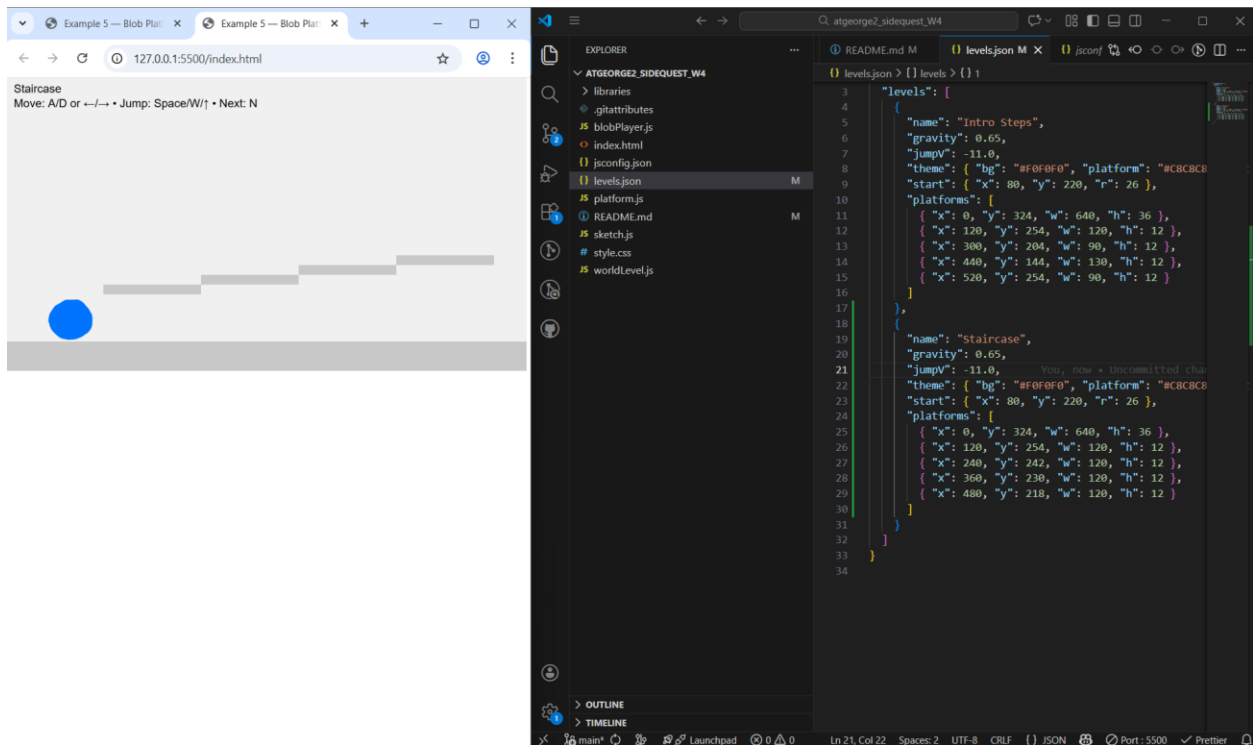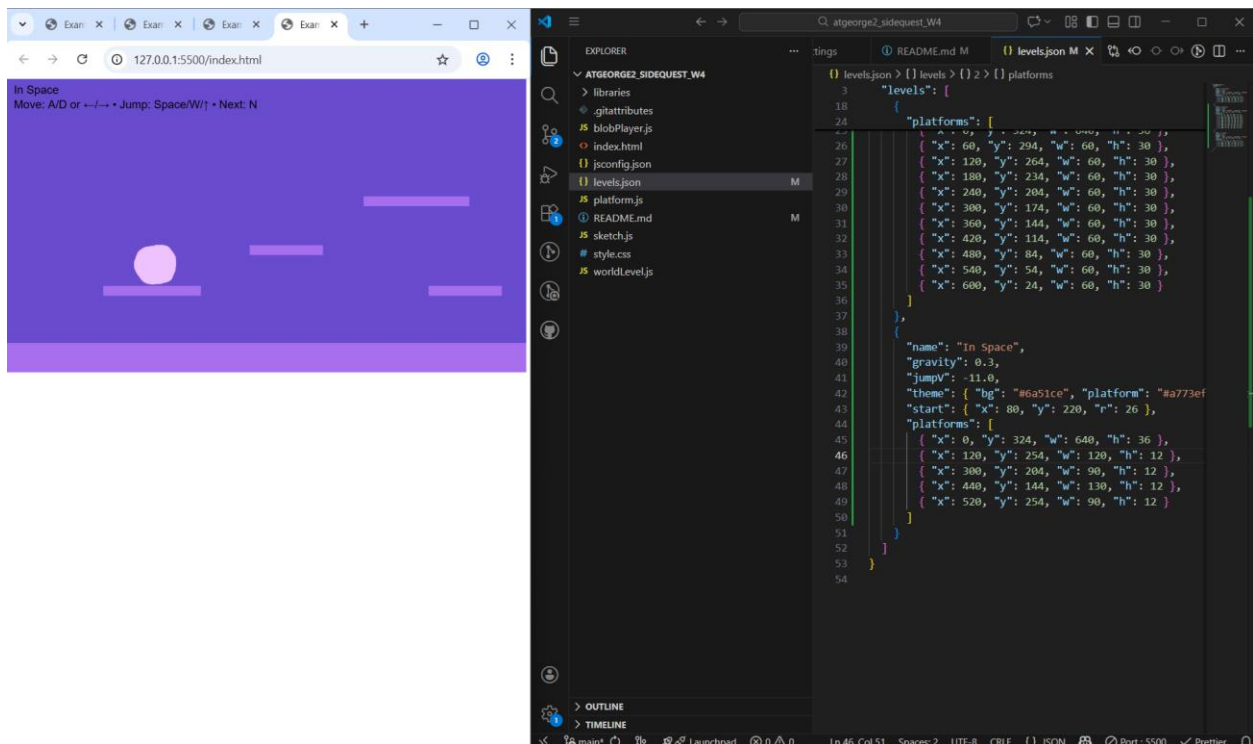
First attempt at making a staircase for the second level.
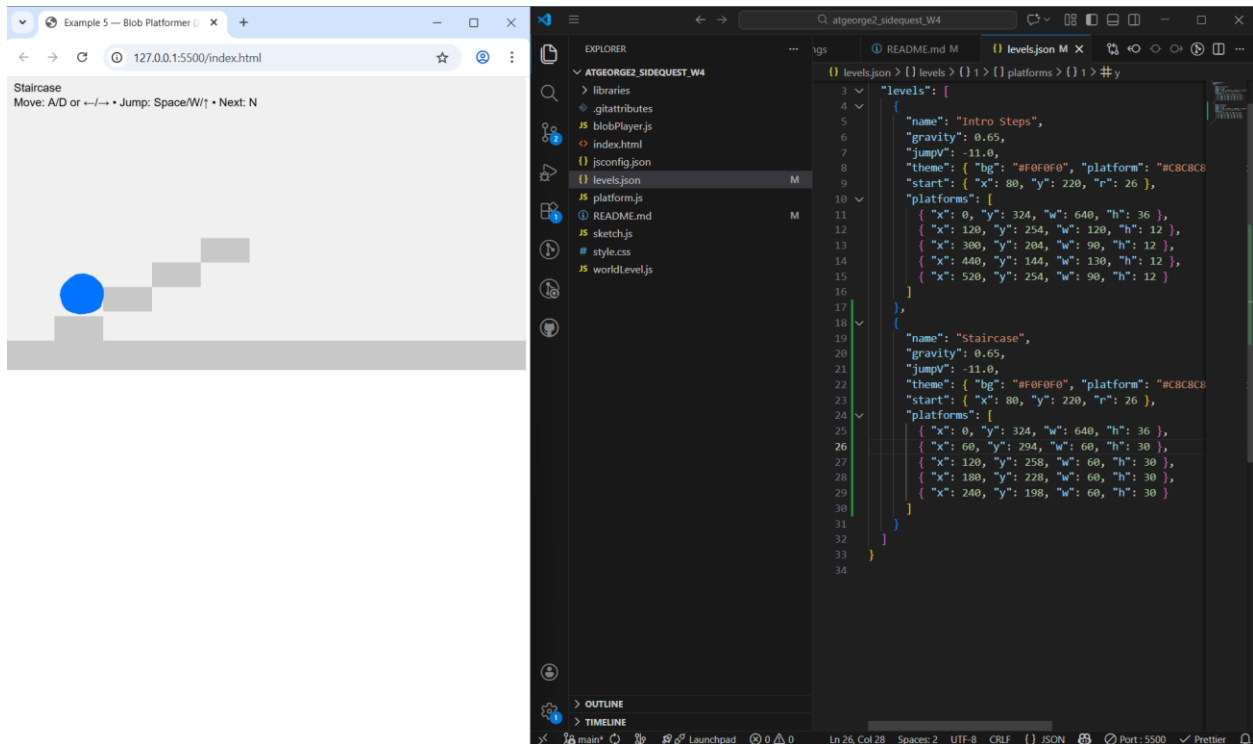
Found the exact point where the bottom stair touches the base platform. Adjusted platforms to be taller and shorter to better resemble stairs.
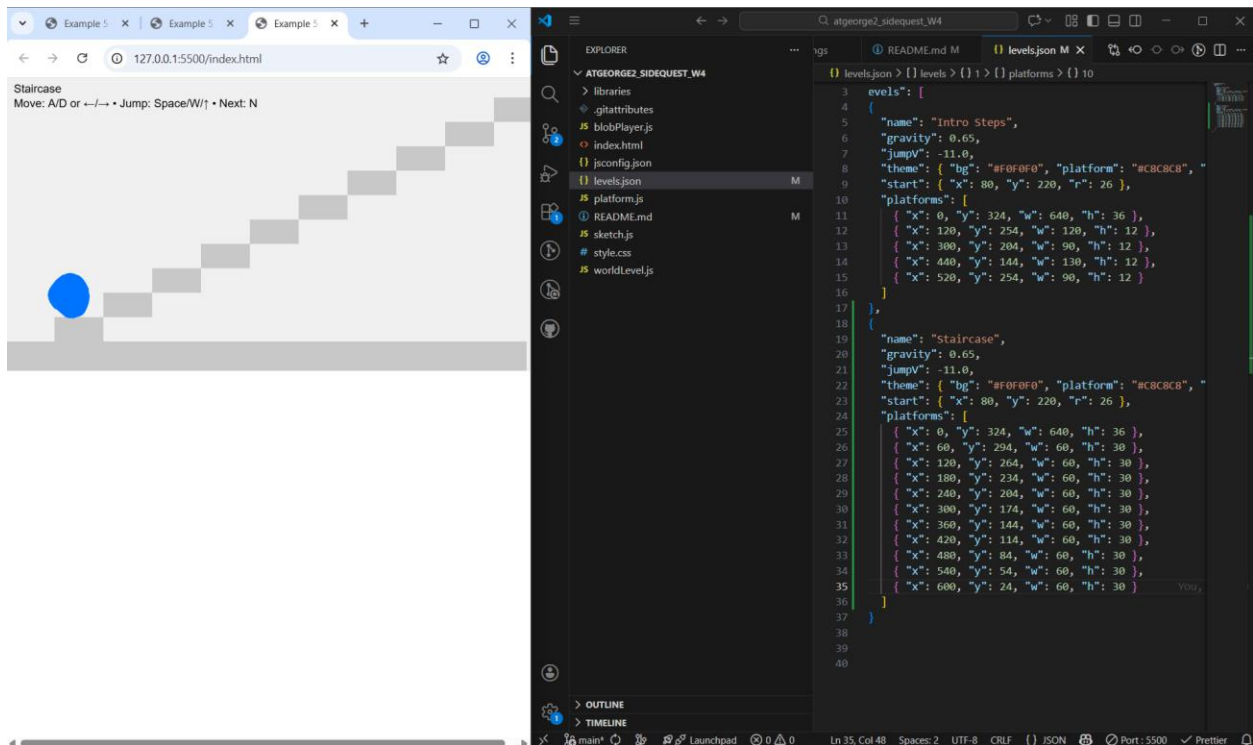
Continued the stairs to the edge of the canvas.

First draft of a new level, where the platforming is adjusted to replicate low gravity, as if jumping on the moon. Colours were also adjusted to match the space theming.
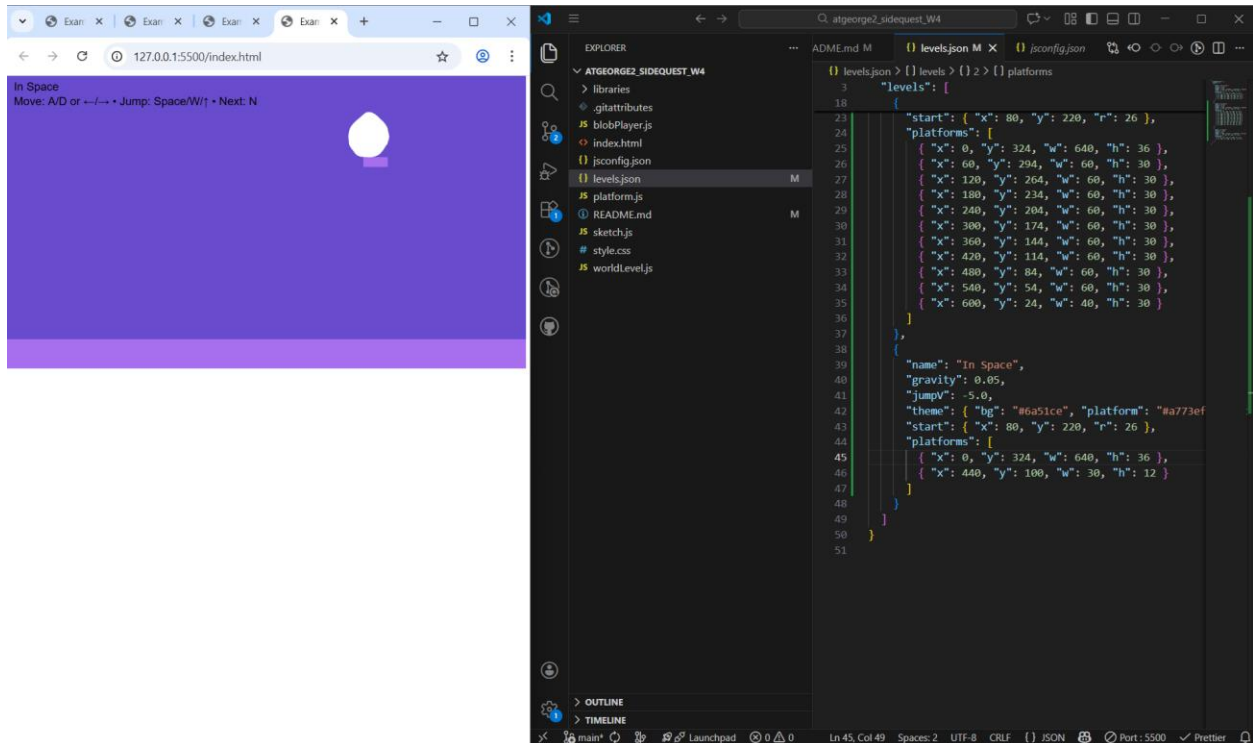
Final version of the space level. Removed all platforms except one which was made to be smaller, making the challenge to accurately land on the platform with low gravity and jump velocity.
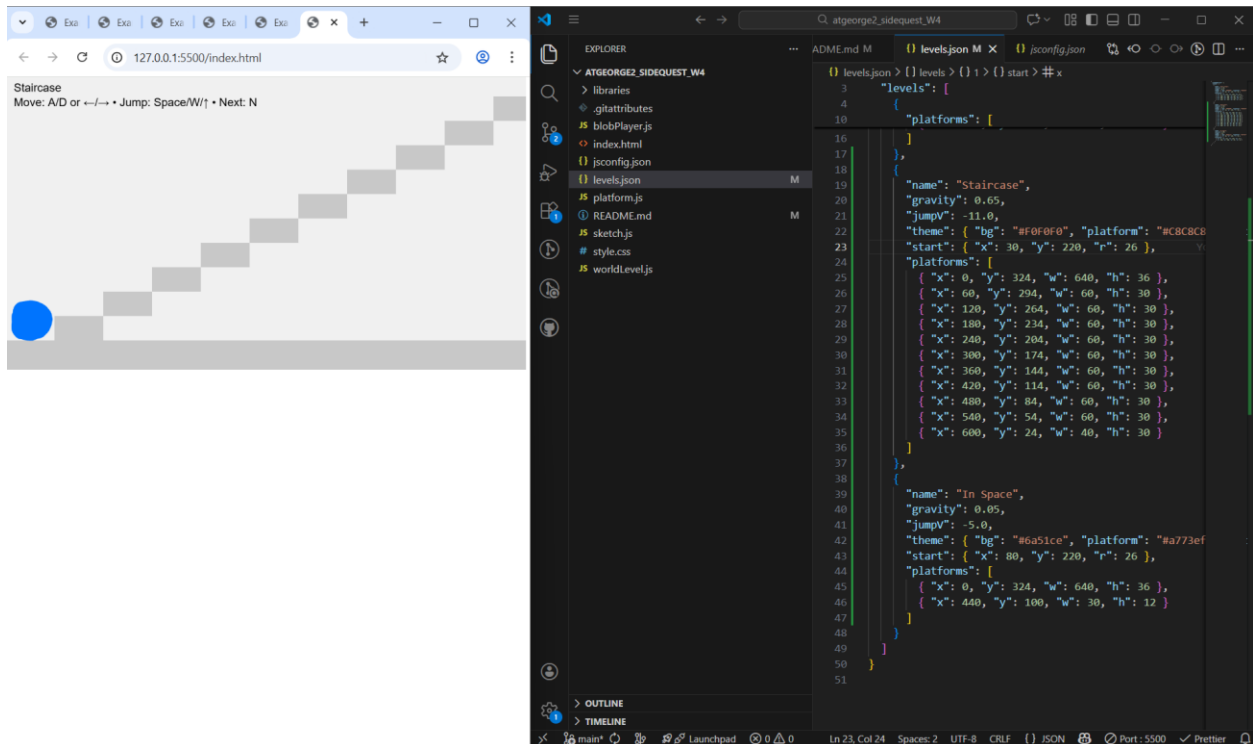
Adjusted start location so that the sphere starts at the very base of the stairs.

GenAI Documentation

No GenAI used for this task.