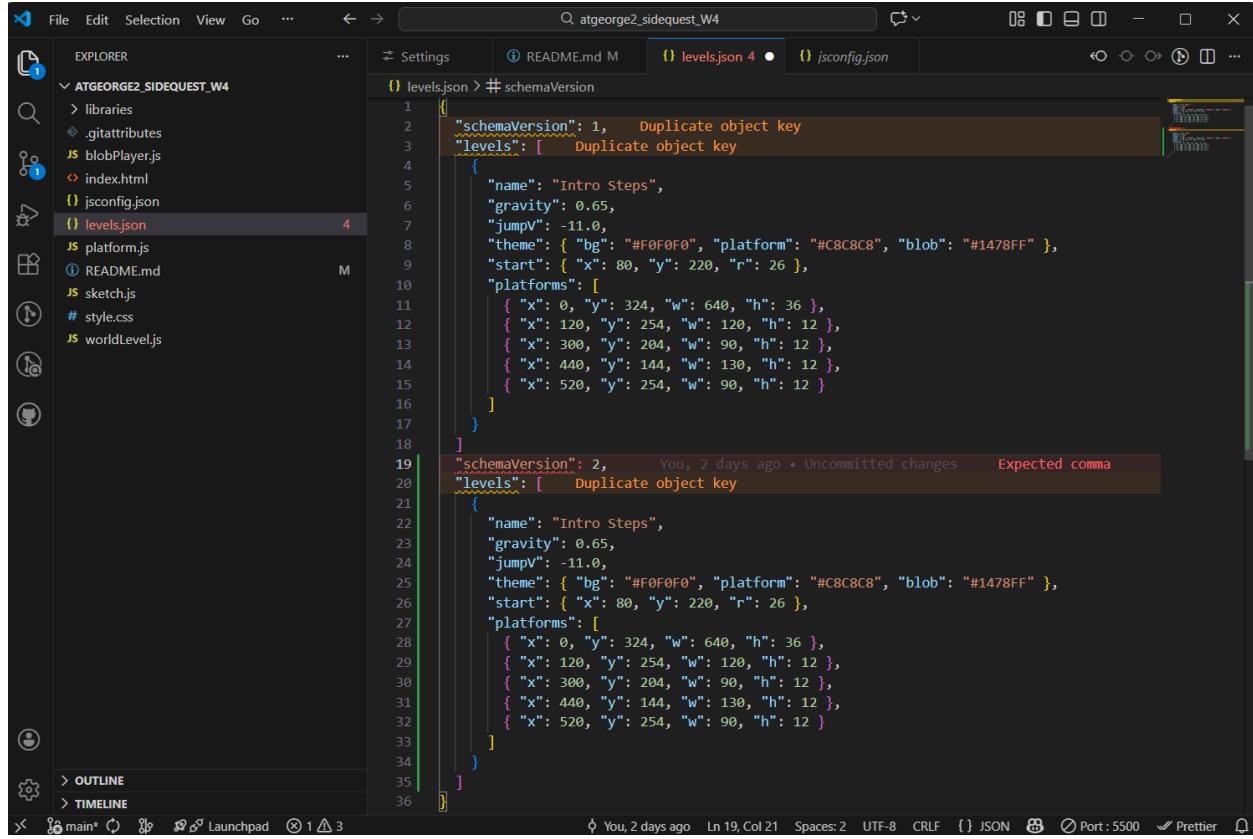


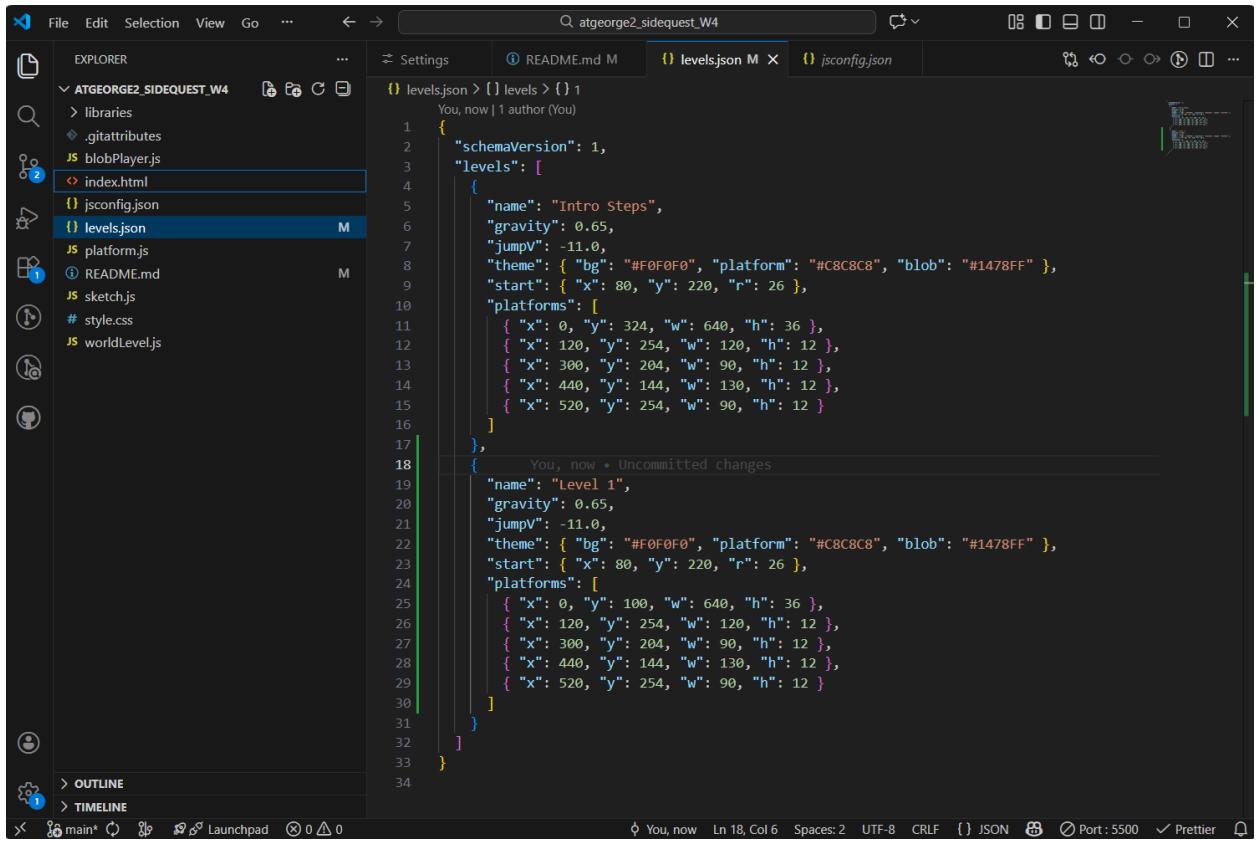
Process & Decision Documentation



The screenshot shows a dark-themed instance of Visual Studio Code. The left sidebar displays the 'EXPLORER' view with a folder named 'ATGEORGE2_SIDEQUEST_W4' containing files like '.gitattributes', 'blobPlayer.js', 'index.html', 'jsconfig.json', 'levels.json', 'platform.js', 'README.md', 'sketch.js', '# style.css', and 'worldLevel.js'. The main editor area shows the 'levels.json' file. There are two error markers in the code: one at line 3 for 'schemaVersion' and another at line 19 for 'levels'. The code itself defines a schemaVersion of 1 and a levels array containing multiple objects, each representing a level with properties like name, gravity, jumpv, theme, start, and platforms.

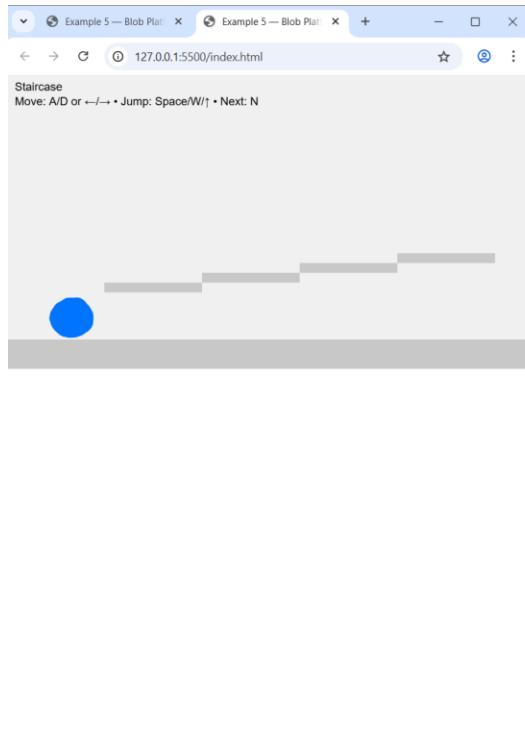
```
1  {
2    "schemaVersion": 1, Duplicate object key
3    "levels": [ Duplicate object key
4      {
5        "name": "Intro Steps",
6        "gravity": 0.65,
7        "jumpv": -11.0,
8        "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8", "blob": "#1478FF" },
9        "start": { "x": 80, "y": 220, "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   ]
19   "schemaVersion": 2, You, 2 days ago • Uncommitted changes Expected comma
20   "levels": [ Duplicate object key
21     {
22       "name": "Intro Steps",
23       "gravity": 0.65,
24       "jumpv": -11.0,
25       "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8", "blob": "#1478FF" },
26       "start": { "x": 80, "y": 220, "r": 26 },
27       "platforms": [
28         { "x": 0, "y": 324, "w": 640, "h": 36 },
29         { "x": 120, "y": 254, "w": 120, "h": 12 },
30         { "x": 300, "y": 204, "w": 90, "h": 12 },
31         { "x": 440, "y": 144, "w": 130, "h": 12 },
32         { "x": 520, "y": 254, "w": 90, "h": 12 }
33       ]
34     }
35   ]
36 }
```

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.



```
atgeorge2_sidequest_W4
File Edit Selection View Go ...
EXPLORER ... Settings README.md M levels.json X jsconfig.json ...
ATGEORGE2_SIDEQUEST_W4
index.html
jsconfig.json
levels.json M
platform.js
README.md
sketch.js
style.css
worldLevel.js
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    {
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 ]
You, now * Uncommitted changes
```

Fixed the issue once I realized levelIndex was meant to call upon “levels”, by making new levels a new object in its array.



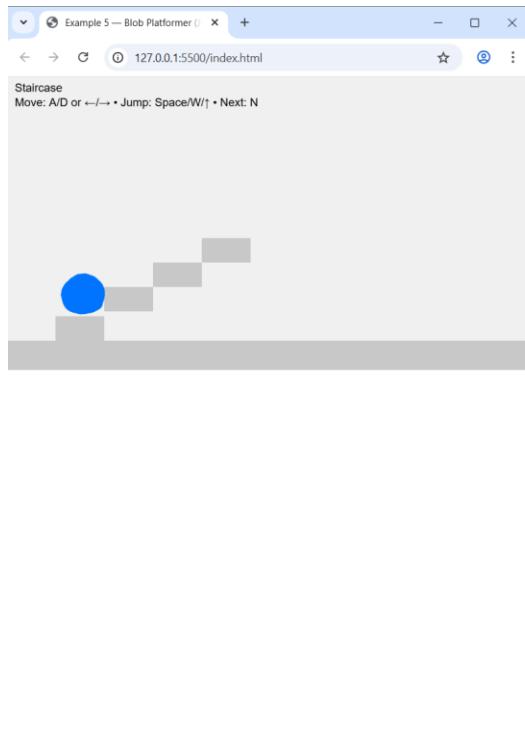
The screenshot shows a simple 2D game environment in a browser window. A blue circular character is positioned on a set of grey rectangular platforms that form a staircase. The browser's developer tools are open, displaying the file structure and code for the project. The 'levels.json' file is selected in the Explorer panel, and its contents are shown in the main code editor.

```

{
  "levels": [
    {
      "name": "intro Steps",
      "gravity": 0.65,
      "jumpY": -11.0,
      "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8" },
      "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": 300, "y": 204, "w": 90, "h": 12 },
        { "x": 440, "y": 144, "w": 130, "h": 12 },
        { "x": 520, "y": 254, "w": 90, "h": 12 }
      ]
    },
    {
      "name": "Staircase",
      "gravity": 0.65,
      "jumpY": -11.0,
      "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8" },
      "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": 240, "y": 242, "w": 120, "h": 12 },
        { "x": 360, "y": 230, "w": 120, "h": 12 },
        { "x": 480, "y": 218, "w": 120, "h": 12 }
      ]
    }
  ]
}

```

First attempt at making a staircase for the second level.



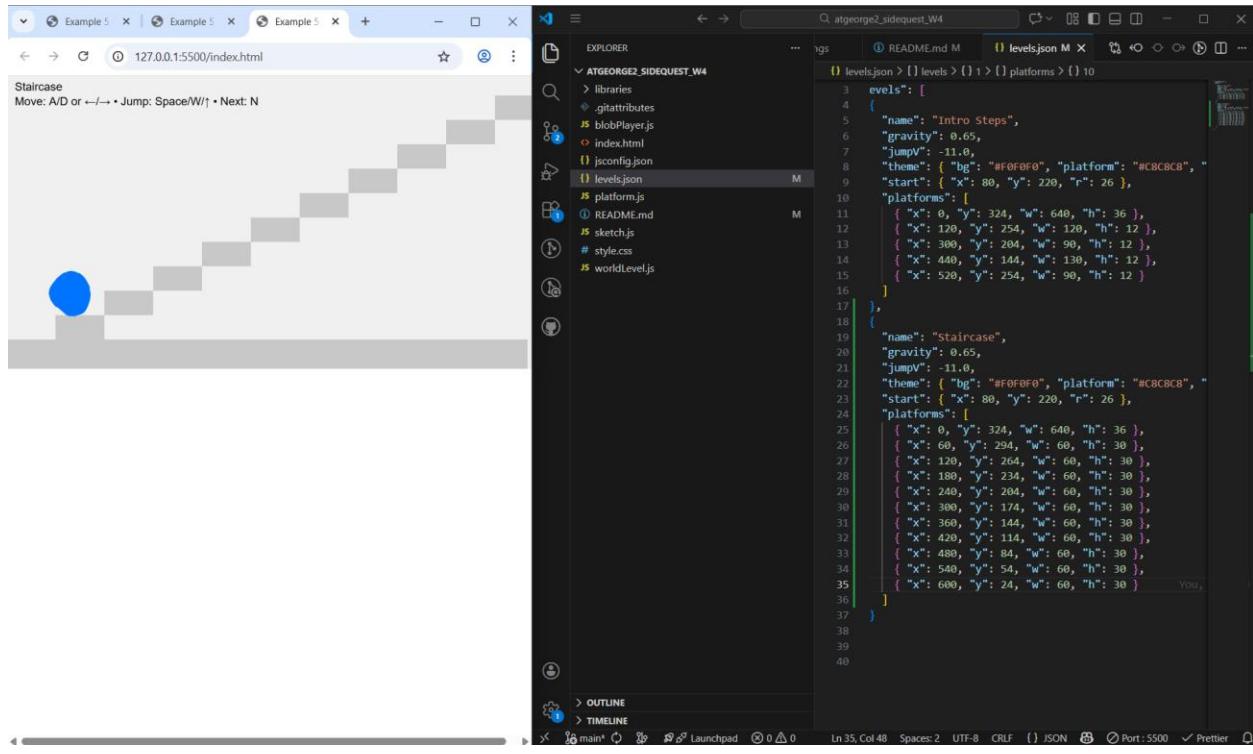
The screenshot shows the same game environment and developer tools setup as the previous one, but the staircase has been modified. The bottom-most platform is now taller, causing the blue character to touch it. The code in the 'levels.json' file reflects this change.

```

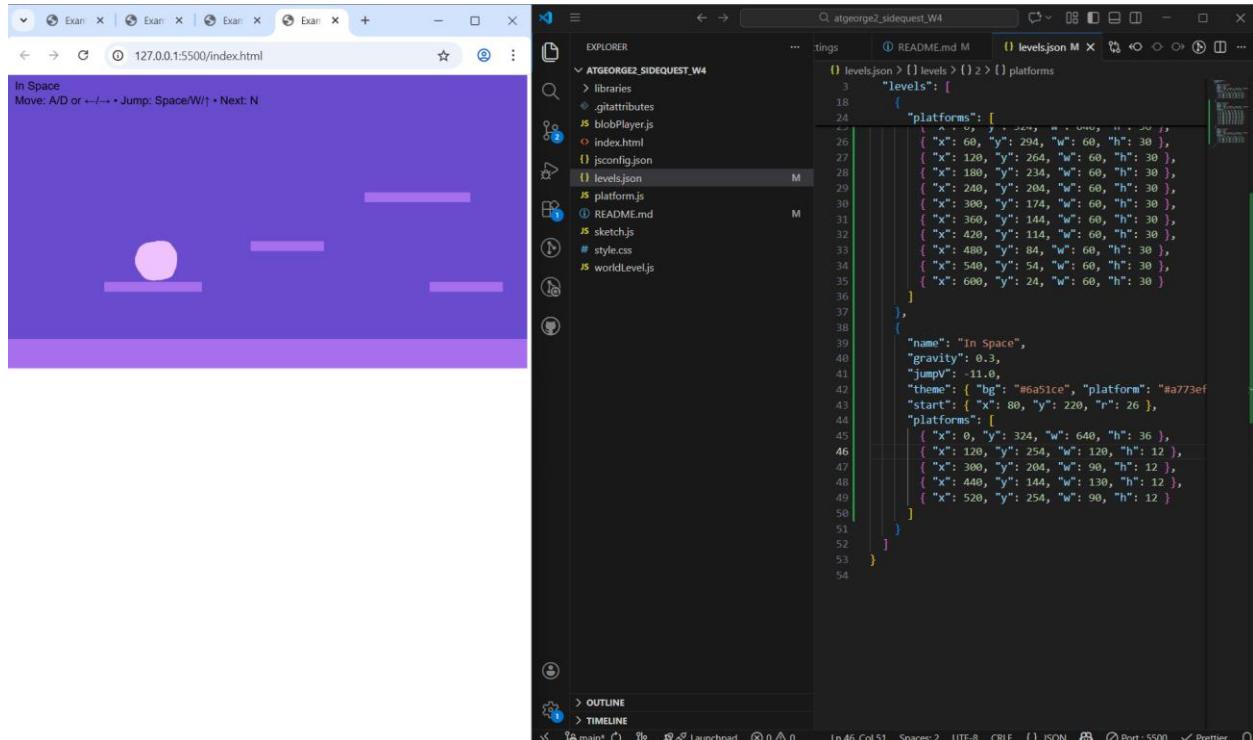
{
  "levels": [
    {
      "name": "intro Steps",
      "gravity": 0.65,
      "jumpY": -11.0,
      "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8" },
      "start": { "x": 80, "y": 220, "r": 26 },
      "platforms": [
        { "x": 0, "y": 324, "w": 640, "h": 36 },
        { "x": 120, "y": 254, "w": 120, "h": 12 },
        { "x": 300, "y": 204, "w": 90, "h": 12 },
        { "x": 440, "y": 144, "w": 130, "h": 12 },
        { "x": 520, "y": 254, "w": 90, "h": 12 }
      ]
    },
    {
      "name": "Staircase",
      "gravity": 0.65,
      "jumpY": -11.0,
      "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8" },
      "start": { "x": 80, "y": 220, "r": 26 },
      "platforms": [
        { "x": 0, "y": 324, "w": 640, "h": 36 },
        { "x": 60, "y": 294, "w": 60, "h": 30 },
        { "x": 120, "y": 254, "w": 60, "h": 30 },
        { "x": 180, "y": 228, "w": 60, "h": 30 },
        { "x": 240, "y": 198, "w": 60, "h": 30 }
      ]
    }
  ]
}

```

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.