

# Process & Decision Documentation

## Project/Assignment Decisions

### Side Quests and A4 (Individual Work)

For this side quest, I chose to create the game Brick Breaker, using the multi-screen structure with the state-based approach. I created 3 screens with the use of ChatGPT-5.2: the start screen, game screen and end screen, which allows a player to play again. For this, I changed the original and included my new code to create the game. A lot of changes needed to be made to get the code to work effectively.

### Entry Header

Name: Anisha Thiruselvam

Role(s): Editor, Coder

Primary responsibility for this work: Creating a 3-screen game.

### *Goal of Work Session*

I tried coding the game Brick Breaker with the use of AI. It has a galaxy theme with stars on the back, with 3 functioning screens. This process required a lot of debugging and back and forth with GenAI.

Tools, Resources, or Inputs Used

- ChatGPT-5.2

### *GenAI Documentation*

**Date Used:** February 1<sup>st</sup>, 2026

**Tool Disclosure:** ChatGPT-5.2

**Purpose of Use:** Write code

**Summary of Interaction:** The tool gave me code to create the game. There was a lot of back and forth to debug and to get the game to fully work.

**Human Decision Point(s):** The code given was not working initially as intended. I had to revise it and debug the code. I also asked for the scoring system to be implemented and found things in the game that I wanted to change based on my experience from playing it. For example, I asked for the end screen to acknowledge if the player broke all the bricks. I

asked AI to create an if-else statement to have different text for if the game was won or lost. I also made changes to the colours and text to my liking.

**Integrity & Verification Note:** I ran the code to make sure everything ran smoothly and ensured it met the goal of the side quest.

**Scope of GenAI Use:** GenAI helped code the game mechanics. I, however, adjusted the visual aspects of the game.

**Limitations or Misfires:** The tool nor I accounted for the index.html page, which led to a lot of back and forth until I realized that it needed to be updated as well.

### *Summary of Process (Human + Tool)*

Describe what you did, focusing on process rather than outcome.

- Brainstormed the game idea I wanted to do.
- Prompted ChatGPT to help me code a simple game for 3 different screens that connected back to each other.
- Fixed the indec.html page to make the code run properly.
- Made changes to the visual effects and added/changed some text to my liking.
- Added stars in the back and made sure everything ran smoothly.

### *Decision Points & Trade-offs*

- I wanted to have the stars seen during the game screen, but I was worried that it would take away from the foreground and decided not to include it.

### *Verification & Judgement*

- Knew my decisions were good when the game worked, with both the pathways of winning and losing. I played the game several times to ensure there were no errors.

### *Limitations, Dead Ends, or Open Questions*

- The stars in the game screen were excluded.

## Appendix

<https://chatgpt.com/share/697ff3c0-0c08-8004-8ad2-d42ae2190fb2>