

Process & Decision Documentation

Project/Assignment Decisions

Side Quests and A4 (Individual Work)

For this side quest, we were tasked to create another level in the game and to use loops, whether that be with text or graphics. I chose to create a level two with only 3 platforms and added the text “move blob to the other side” along with some spikes at the bottom of the main platform. I also played around with the colours based on my liking.

Role-Based Process Evidence

Entry Header

Name: Anisha Thiruselvam

Role(s): Editor, Coder

Primary responsibility for this work: Making another level and using loops within the code

Goal of Work Session

I made another level and used loops within my code as per instructions.

Tools, Resources, or Inputs Used

- ChatGPT-5.2

GenAI Documentation

If GenAI was used (keep each response as brief as possible):

Date Used: February 09th, 2026

Tool Disclosure: ChatGPT-5.2

Purpose of Use: help find hex codes for colors, and to write loops

Summary of Interaction: The tool helped me with the hex codes for the colours used. It also helped me create the text on the screen 3 times, along with the triangles at the bottom, using a loop.

Human Decision Point(s): I had to initially change the positioning of the text that I added and redirected GenAI for that. I also thought having the text gradually be less opaque would be visually pleasing, so I used my own design thinking. In addition, I adjusted where the triangles at the bottom sat based on how they showed up on my screen.

Integrity & Verification Note: I checked for accuracy based on how my code ran to ensure it had the intended output.

Scope of GenAI Use: GenAI did not contribute to the ideas of how I wanted to use the loop, or the creation of the second level. Those are things I figured out or thought of.

Limitations or Misfires: GenAI did not account for the platform at the bottom of level 2, so the triangles were barely visible before the adjustments were made.

Summary of Process (Human + Tool)

Describe what you did, focusing on process rather than outcome. This may include:

- Created the second level for the game using the code given originally
- Changed the platform variables by playing around with the numbers
- Asked GenAI to give me hex colours to choose from
- Choose the ones I liked based on the visuals
- Asked GenAI to give me a code loop for a phrase
- Fixed the positioning myself, and then asked to make the text less opaque each time
- Code given ran properly, so no changes were needed here
- Asked GenAI to help create a loop for the triangles at the bottom
- Fixed the positioning of the triangles

Decision Points & Trade-offs

- I had to change the adjustments of a lot of the graphics, so I had to decide the positioning myself by running the code each time and making sure it was to my liking.

Verification & Judgement

Tested and ran the code to make sure it worked. Also, ensured that no red underline appeared in VS code.

Limitations, Dead Ends, or Open Questions

The placement of the text was not working initially. Rejected some of the colour options given

Appendix

<https://chatgpt.com/share/698b89b5-44c4-8004-8d01-8394b1676630>