

Side Quests and A4 (Individual Work)

Keep this section brief, typically 2 to 4 sentences.

For the assignment we were tasked with changing the look and feel of the blob, and to use pacing and motion to evoke emotion. I made it so that the emotion was lazy, I adjusted the blob and the screen tracking speed as well as the way it jumps and its gravitational pull to make the blob seem slower. On top of this, I made the colour scheme a calm green palette to further evoke the emotion.

No AI was used for this task.

Colour scheme obtained from the following site: <https://coolors.co/palettes/popular/calm>

Appendix

The screenshot shows two GitHub commit histories for a repository named `bdamani_sidequest_W5`.

Initial commit (Commit `fe8c1e8`)

- Author: Bela Damani
- Date: just now
- Changes: 1 changed file, 2 additions, 0 deletions.
- Content of `.gitattributes`:

```
@@ -0,0 +1,2 @@
1 + # Auto detect text files and perform LF normalization
2 + * text=auto
```

insert files (Commit `fb1b56f`)

- Author: Bela Damani
- Date: 3 minutes ago
- Changes: 15 changed files, 10057 additions, 0 deletions.
- Content of `BlobPlayer.js`:

```
@@ -0,0 +1,126 @@
1 + class BlobPlayer {
2 +   constructor() {
3 +     this.x = 0;
4 +     this.y = 0;
5 +     this.r = 26;
6 +     this.vx = 0;
7 +     this.vy = 0;
8 +
9 +     this.accel = 0.55;
10 +    this.maxRun = 4.0;
11 +
12 +    this.gravity = 0.65;
13 +    this.jumpV = -11.0;
14 +
15 +    this.frictionAir = 0.995;
16 +    this.frictionGround = 0.88;
17 +
18 +    this.onGround = false;
19 +
20 +    // wobble visuals
21 +    this.t = 0;
22 +    this.tSpeed = 0.01;
23 +    this.wobble = 7;
24 +    this.points = 48;
25 +    this.wobbleFreq = 0.9;
26 +
27 +
28 +    spawnFromLevel(level) {
```

The screenshot shows a GitHub desktop application interface with two commits listed in the left sidebar:

- calm** (Bela Damani • 3 minutes ago): This commit has 2 changed files:
 - BlobPlayer.js**:

```
@@ -6,7 +6,7 @@ class BlobPlayer {  
 6   6      this.vx = 0;  
 7   7      this.vy = 0;  
 8   8  
 9   -      this.accel = 0.55;  
 9  +      this.accel = 0.3;  
10  10     this.maxRun = 4.0;  
11  11  
12  12     this.gravity = 0.65;  
...  
30  30     this.y = level.start.y;  
31  31     this.r = level.start.r;  
32  32  
33  -      this.vx = 0;  
33  +      this.vx = 2;  
34  34     this.vy = 0;  
35  35     this.onGround = false;  
36  36  
...
```
 - levels.json**:

```
@@ -30,7 +30,7 @@  
30  30     this.y = level.start.y;  
31  31     this.r = level.start.r;  
32  32  
33  -      this.vx = 0;  
33  +      this.vx = 2;  
34  34     this.vy = 0;  
35  35     this.onGround = false;  
36  36  
...
```
- Update levels.json** (Bela Damani • just now): This commit has 1 changed file:
 - levels.json**:

```
@@ -5,11 +5,11 @@  
 5   5       "name": "Intro Steps",  
 6   6       "theme": {  
 7   7         "bg": "#97a97c",  
 8   -         "platform": "#C8CBC8",  
 9   -         "blob": "#1478F6"  
 8  +         "platform": "#e9f5db",  
 9  +         "blob": "#F1E355"  
10  10       },  
11  -         "gravity": 0.4,  
12  -         "jumpV": -13.0,  
11  +         "gravity": 0.2,  
12  +         "jumpV": -7.0,  
13  13       "camera": { "lerp": 0.7 },  
14  14       "world": { "w": 2400, "h": 360, "deathY": 560 },  
15  15       "start": { "x": 80, "y": 220, "r": 26 },  
...
```

Screenshot of a GitHub repository interface showing a commit history and a diff view.

Current repository: bdamani_sidequest_W5

Current branch: main

Last fetched: just now

Changes:

- Update README.md (Bela Damani • just now)
- Update levels.json (Bela Damani • 8 minutes ago)
- calm (Bela Damani • 10 minutes ago)
- insert files (Bela Damani • 1 hour ago)
- Initial commit (Bela Damani • 1 hour ago)

Update README.md

Bela Damani 67e1ac4

1 changed file

README.md

```

@@ -0,0 +1,33 @@
1 + ## Project Title
2 +
3 + GBDA302 Week 5 Example 5
4 + File name: bdamani_sidequest_W5
5 +
6 + ---
7 +
8 + ## Authors
9 +
10 + Karen Cochrane and David Han
11 + Adjustements made by Bela Damani
12 +
13 + ---
14 +
15 + ## Description
16 +
17 + Adds several rectangular platforms. The blob is drawn as a noisy circle and is followed by a meditative camera experience that scrolls through a world larger than the screen.
18 +
19 + Adjustements: For the assignment we were tasked with changing the look and feel of the blob. I made it so that the emotion was calm, I adjusted the blob and the screen tracking speed as well as the way it jumps and its gravitational pull to make the blob seem slower. On top of this, I made the colour sheme a calm green palette to further evoke the emotion.
20 +
21 + ---
22 +
23 + ## Assets
24 +

```

