

Process & Decision Document

Date Used: Jan 26, 2026

Tool Disclosure: ChatGPT

Purpose of Use:

ChatGPT was used to experiment with the blob's movement mechanics and to change the environment design to communicate the emotion. It helped generate and iterate on code changes related to physics, visual animation, and background elements to express an "excited/happy" emotional state.

Summary of Interaction:

The tool assisted in suggesting changes to the existing blob code, such as increasing jump height, reducing gravity for a slower fall, adjusting wobble animation, and redesigning the environment with new colours and cloud shapes.

Human Decision Point(s):

I made the final decisions about which suggestions to implement, modify, or omit. I adjusted values through testing to ensure the blob felt excited, and I chose to keep the collision system and core structure of the original code unchanged. Visual and environmental changes were applied to express the emotion without interfering with the gameplay.

Integrity & Verification Note:

All code was tested to verify that changes functioned as intended. Movement physics and visual effects were reviewed to ensure the emotional expression was shown in the live sketch.

Scope of GenAI Use:

GenAI was used for ideation, iteration, and troubleshooting within an existing codebase. It supported exploration of emotional design through movement and environment but did not replace code testing or decision-making.

Limitations or Misfires:

Some initial suggestions required refinement to better align with the intended emotion, as early changes occasionally felt awkward or unpolished. The tool also lacked contextual awareness of the course's design goal, requiring human interpretation to connect mechanical changes to emotional objectives of the sidequest.