Process & Decision Documentation

Project/Assignment Decisions

I chose to express the emotion of frustration through movement mechanics rather than visual changes. This decision was made because inconsistent control and environmental resistance directly affect player experience and align closely with course concepts around interaction-driven emotion. As a result, the blob's movement feels unreliable, creating near-success failures that clearly communicate frustration through play.

GenAI Documentation

Date Used: January 2026
Tool Disclosure: ChatGPT 5.2

Purpose of Use:
GenAI was used to brainstorm how the emotion of frustration could be expressed through movement and environmental mechanics, and to introduce new coding techniques and inputs that had not yet been covered in class so I could expand my technical understanding.

Summary of Interaction:
The tool suggested ways to convey frustration through inconsistent controls, physics-based resistance, and platform behavior. It also taught me some unfamiliar coding concepts, such as using noise-based variation and conditional platform properties, allowing me to learn and apply these techniques independently.

Human Decision Point(s):
I decided which ideas to implement and modified the suggested code to fit the existing structure of the sketch and the assignment constraints. Values and mechanics were manually adjusted through playtesting to ensure the experience communicated frustration without breaking functionality.

Integrity & Verification Note:
All GenAI-provided ideas were treated as learning references rather than final solutions. I tested each change in code, verified that I understood how it functioned, and ensured the final implementation aligned with course concepts and assignment goals.

Scope of GenAI Use:
GenAI did not write the final code or design the full interaction. All integration, tuning, testing, and final decisions were completed by me after understanding and adapting the suggested techniques.

Limitations or Misfires:
Some suggested mechanics were initially too extreme or outside the intended scope, requiring refinement and simplification to maintain playability and alignment with course expectations.

Appendix

User:
I have a platformer with a blob character. I need to redesign the movement and environment to express a specific emotion. Can you help me brainstorm how frustration could be shown in this situation?

GenAI (ChatGPT 5.2):
Suggested expressing frustration through interaction rather than visuals, such as inconsistent movement, reduced control, environmental resistance, and near-success failures. Explained how frustration can emerge when a system appears fair but subtly undermines player expectations.

User:
How could frustration be conveyed specifically through movement mechanics?

GenAI:
Proposed ideas such as variable acceleration, unreliable jump height, heavier gravity, and slippery surfaces. Introduced the concept of using noise-based variation and conditional logic to subtly disrupt player control.

User:
Some of those coding ideas aren't things we've learned yet. Can you explain how they work and where they would go?

GenAI:
Explained unfamiliar coding inputs step by step, including using Perlin noise to vary movement values, adding properties to platforms to change behavior, and applying conditional friction based on collision states. Clarified where each change would be implemented within the existing code structure.