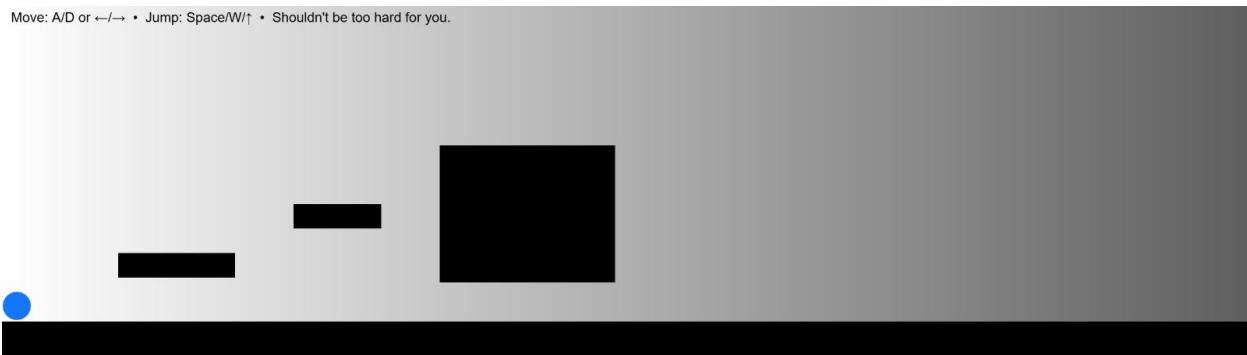# Process & Decision Documentation

Project/Assignment Decisions

My biggest change in this process was making the game easier to play. Originally, I wanted to make the game extremely challenging in order to fully emulate the emotion I was exhibiting, but this proved to be too frustrating for the player.

Role-Based Process Evidence

Earlier version of the game, which was shortened in order to make the game easier.

Entry Header

Name: Clarissa Chamberlain

Role(s): Programmer & Playtester

Primary responsibility for this work: Programming & Playtesting

GenAI Documentation

- No GenAI was used for this task.