Process and decision Documentation

Project/Assignment Decisions

One significant change I made for this assignment was to change the overall length of the level. Originally I intended to make a level that was twice as long to make the game feel more drawn-out and difficult, but after playtesting the level myself, I realized that it became too frustrating to beat, and to playtest, so I decided to keep the level to its original length instead.

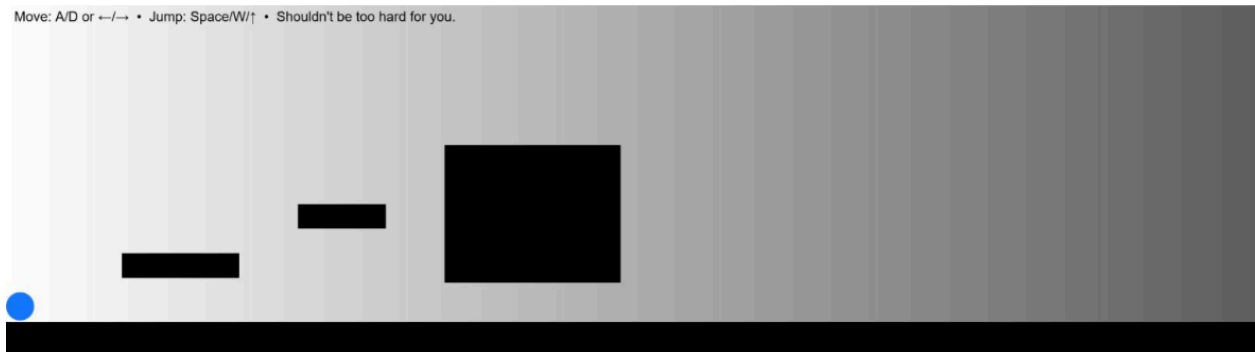Role-Based Process Evidence

```
@@ -65,6 +68,17 @@ function setup() {
65   68      function draw() {
66   69        background(240);
67   70
     71    +     for (let i = 0; i <= width / 2; i++) {
     72    +       line(i, 0, i, 360);
     73    +       stroke(255 - i / 2);
     74    +     }
     75    +
     76    +     for (let i = width / 2; i >= width / 2 && i <= width; i++) {
     77    +       line(i, 0, i, 360);
     78    +       stroke(255 - (width - i) / 2);
     79    +     }
     80    +
     81    +     noStroke();
```

This was the original code I wrote for the background, since I initially wanted there to be a gradient in the background, but once I added the instructional text I felt that it was too busy and removed it.

```
40   40      let platforms = [];
41   41
42   42      function setup() {
43       -      createCanvas(640, 360);
     43   +      createCanvas(1280, 360);
44   44
45   45   +    // Define the floor height
46   46        floorY3 = height - 36;
@@ -49,13 +49,16 @@ function setup() {
49   49        textFont("sans-serif");
50   50        textSize(14);
```

In this same iteration of the code, you can see the previously mentioned difference in the size of the game window, and therefore, the level. This was changed in a later update to create an easier gaming experience.

This screen shot of the game shows both elements that I chose to change/remove in order to improve the gaming experience and to lessen frustration.

Programming/Playtesting

Name: Clarissa Chamberlain

Roles: Programmer & Playtester

Primary responsibility for this work: Developing & programming the game experience and using playtests to ensure components function as they should

GenAI Documentation:
No GenAI was used for this task