

# Process & Decision Documentation - Week 3

## Project/Assignment Decisions

Use this section to document key decisions that shape the direction, scope, or outcome of the assignment. The purpose is to make your judgement and reasoning visible, not to record every action taken.

What you include here should reflect decisions that mattered: moments where you chose one path over another, changed direction, or adapted to Constraints.

This project went through a significant number of changes over the course of its design that greatly impacted the end result. Primarily, the number of decisions and features was drastically reduced. Due to the time constraint, as well as more important tasks and deadlines taking priority, I had to cut out significant parts of my assignment. Originally I had planned for several more decisions that the player could make, as well as more detailed scenarios that would lead to a new ending. Secondly, I wanted to add a functionality feature to the text so that the words would appear one at a time in a scrolling manner, similar to a traditional dialogue function, but I was not able to due to limited time. Finally, I wanted to add handmade drawings for each frame, but this would have taken substantially more time to do, therefore I chose not to and instead used images taken by myself on my phone.

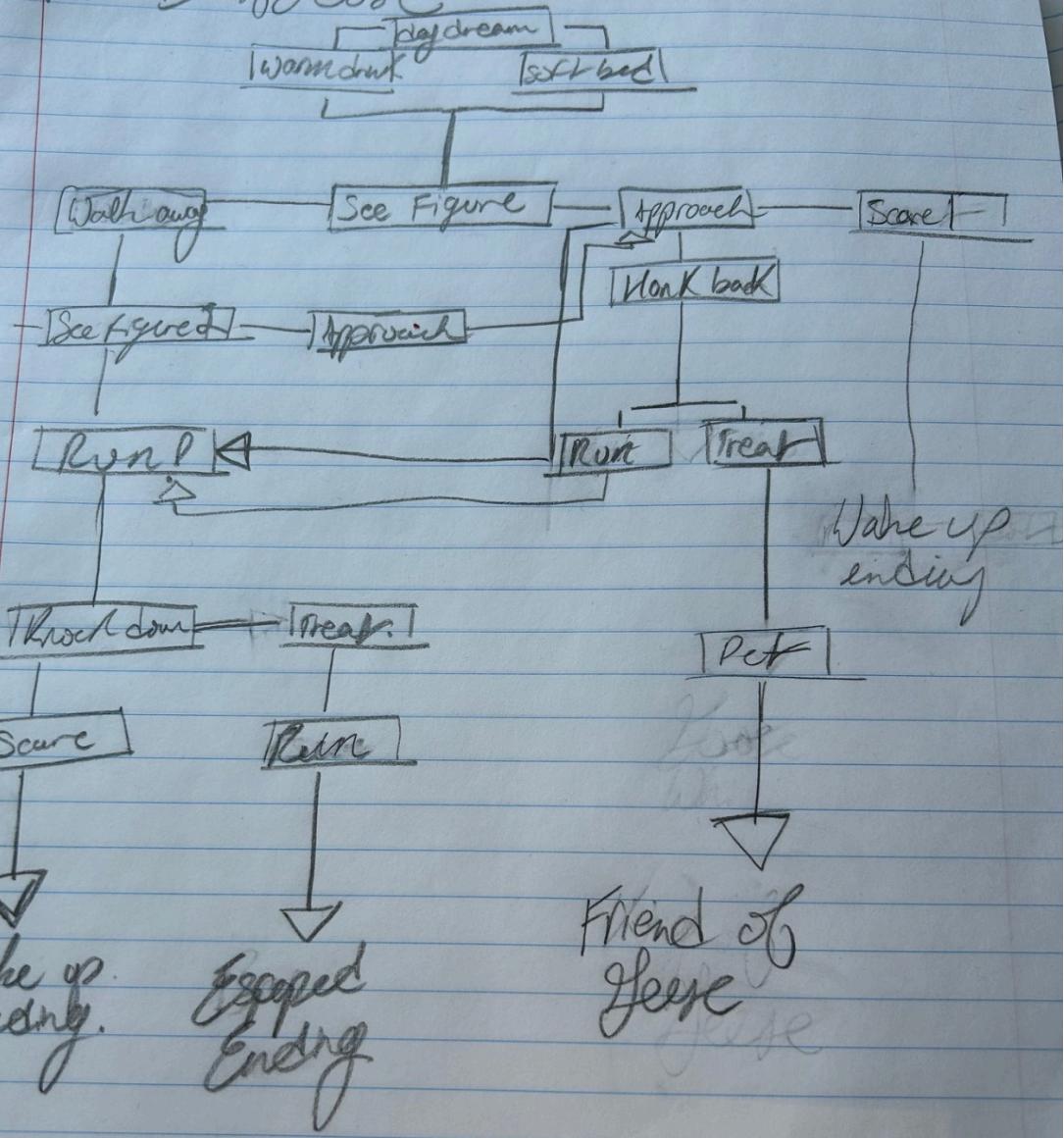
These changes caused the project to become much easier, and take less time, but resulted in a finished product that is less deep than I initially intended it to be.

## Role-Based Process Evidence

This section documents how your work developed over time and provides concrete evidence of your process. It is used to make your thinking, iteration, and decision-making visible, whether or not GenAI was used. You may reuse relevant process evidence across documents where appropriate, as long as it accurately reflects the work for that assignment.

W3

## TREE of Goose



## UW Student VS Goose

You are a UW student heading home after a long day of studying. It is 11pm & OP has closed for the night.

→ Choice warm drink! Cozy bed Buzzymusic

quiet  
empty  
streets

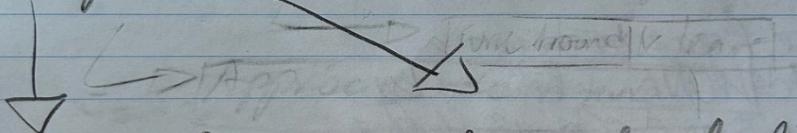
You walk down down a dark, snowy path, thinking about how cozy a warm drink & your soft bed will feel when you get home.

decision

You follow the path, still thinking about your bed, when all of the sudden, you notice a dark figure in front of you.

You freeze. A chill runs down your spine, even though you can't make out who or what is in front of you!

What do you do? → Don't help yourself?



Turn around & leave

- You turn around & start heading back the way you came. After all, you can clearly tell that the vibes are off.

You keep walking down the street for a few minutes, trying to shake off the feeling of unease.

↓ "I bet it was just a shadow."

Approach the figure

"you say to yourself,  
"It's overlate, I'm probably just late from  
studying"

You glance behind you,  
hoping to prove your theory  
that only the beebath with  
the same figure.

Your heart stops a beat.

Do you -  
↓              → Approach →  
                    More paths

Run.

↓  
you start sprinting  
as fast as you can  
towards the bus stop.

The figure lets out a  
wild ~~THUNK~~ followed by  
the sound of wings flapping  
furiously towards you.

Over the sound of your  
panking breath & the  
crunch off your bods on  
snow you hear a chorus of  
distant hawks coming toward  
you.

Some they hits you in the  
body, pushing you onto the  
cold, slippery ground.

You push your chair off  
the ground, trying to get  
back up when you see it -

the goose.

If menacingly waddles  
forward, looking you full  
eyes with its cold avian  
stare.

Do you

↓  
Attempt to  
scare the  
goose

Offer it  
food

You take a  
protein bar  
out of your  
bag and  
hesitantly offer  
it to the  
goose.

You yell at  
the goose but  
very quickly  
realise that  
it is much less  
scared of you than  
you are of it

The goose snatches  
it out of your  
hand, attempting  
to chew, the  
(most likely expired)  
protein bar with  
some difficulty.

Now is  
your chance!

Per  
goose

## Role-Based Process Evidence

Name: Clarissa Chamberlain

Role(s): Writer, Developer, Designer

Primary responsibility for this work: Programming/Coding & Writing

Goal of Work Session

The goal of this work session was to create a short visual novel style game that allows the player to get different endings depending on the choices they make.

## External references

[1] Canada Goose isolated on transparent background Pro PNG. Vecteezy. Retrieved from <https://www.vecteezy.com/png/57733168-canada-goose-isolated-on-transparent-background>

[2] Dave McKinnon. 2023. Richmond News. Retrieved from <https://www.richmond-news.com/in-the-community/happy-monday-richmond-photos-of-the-week-7985315>

## GenAI Documentation

Date Used: Jan 31 - Feb 1, 2026

Tool Disclosure: M365 Copilot version GPT-5.2

Purpose of Use: Why you used GenAI (e.g., brainstorming, debugging)

Unintentional use of tool to fill in lines of code with preexisting information within the document. Summary of Interaction: The interaction was mostly comprised of the AI attempting to overwrite the code that I had written with what it thought I was attempting to write. Additionally, it would fill in the latter half of lines of code I was writing, and with the exact syntax and information I wanted it to have, so I allowed it to do so only if it matched perfectly.

Human Decision Point(s): Many of the lines that I was writing would be changed into a different function by the AI. This caused a great deal of frustration since it would assume that what it had changed the code to was the function I was looking for, but it assumed incorrectly. Even after I had changed it several times it would still not learn from what I kept deleting. Additionally, the AI recommendations would often crowd the code and cause me to lose track of what I was writing due to the doubled text.

Integrity & Verification Note: I would check AI outputs by ensuring that the function it wanted to call was the appropriate one, and that it was not correcting it to a different function. I also would

never use the values the AI gave me, instead changing them slightly to ensure that I was the one making the decisions and writing the code.

## Scope of GenAI Use:

Gen AI contributed to a few small lines in the code, which I had noted as "AI Assisted". Limitations or Misfires: The AI did not account for the previously used functions within [p5.JS](#) and would often change the functions I had added to be its own functions or a different function, which is not what I wanted it to do. Additionally, it would often attempt to fill in large sections of my code for me, or make it difficult to write my own new code in a new file in the repository. This was frustrating since it made writing code significantly harder for me to do, since I could not tell where I was typing in the AI suggestion.

## Summary of Process (Human + Tool)

I avoided the AI as much as I could, only allowing it to fill in values when they matched exactly what was in my head, but would never use the values that it gave me initially. I would see if a similar number would give me the result I wanted and would change it from there. The process proved to be very frustrating at times, especially when I felt that I was fighting against the AI.

## Verification & Judgement

I deemed my changes to be appropriate since they would have no major impact on the output, and I could change them without any repercussions.

## Appendix

Input: image(goose\_2,  
Output Recommendation: ... 0, 0, width, height);

Input: image(goose\_1, width / 2,  
Output:... height / 2 - 30, 150, 100);

Input: cursor(isHover(approachBtn1)  
Output: ... isHover(approachBtn2) ? HAND : ARROW);

Input: cursor(isHover(restartBtn)  
Output: ...? HAND : ARROW);

Input: drawGameButton(gameBtn...  
Output: ...2);

Input: image(goose\_1, width / 2 - 150,  
Output: ...height / 2 - 30, 600, 500);

Input: cursor(isHover(honkBtn1) || isHover(honkBtn2))  
Output: ...? HAND : ARROW);

Input: cursor(isHover(restartBtn))  
Output: ...? HAND : ARROW);

Input: else if (currentScreen === "friend")  
Output: friendMousePressed?.();

Input: if (currentScreen === "leave")  
Output: leaveMousePressed?.();

Input: cursor(isHover(restartBtn))  
Output: ? HAND : ARROW);