

# Process & Decision Documentation

## Project/Assignment Decisions

### Side Quests and A4 (Individual Work)

The biggest change I made to the code was to include an end goal, since it would give the player a bit more direction as to where to go, and where the end of the level was. I did this to help improve the clarity of the design and to give the player a clear target to aim for.

### Role-Based Process Evidence

```
You, now | I author (You)
1  {
2    "schemaVersion": 1,
3    "levels": [
4      {
5        "name": "Level 1: The Maze",
6        "gravity": 0.65,
7        "jumpV": -11.0,
8        "theme": { "bg": "#af94eb", "platform": "#270373", "blob": "#1478FF" },
9        "start": { "x": 80, "y": 220, "r": 26 },
10       "platforms": [
11         { "x": 0, "y": 324, "w": 640, "h": 36 },
12         { "x": 120, "y": 254, "w": 120, "h": 12 },
13         { "x": 300, "y": 204, "w": 90, "h": 12 },
14         { "x": 440, "y": 144, "w": 130, "h": 12 },
15         { "x": 520, "y": 254, "w": 90, "h": 12 }
16       ]
17     }
18   ]
19 }
20 }
```

Image 1: Code with colour values changed. Wanted to change up the look from the template that had been given to us. The original values for the platforms are there, and will be changed in other variations.

```
| You, 5 hours ago • Adding files to repo ...
...
class BlobPlayer {
  constructor() {
    // ----- Transform -----
    this.x = 0;
    this.y = 0;
    this.r = 18;

    // ----- Velocity -----
    this.vx = 0;
    this.vy = 0;

    // ----- Movement tuning (matches your original values) -----
    this.accel = 0.55;
    this.maxRun = 4.0;
```

Image 2: I changed the this.r value to 18 to create a circle with a smaller diameter. I wanted to also change the value of the starting position of the ball every time it is respawned.

```
You, 30 seconds ago | 1 author (you)
{
  "schemaVersion": 1,
  "levels": []
  [
    {
      "name": "Level 1: The Maze",
      "gravity": 0.65,
      "jumpV": -11.0,
      "theme": { "bg": "#af94eb", "platform": "#270373", "blob": "#1478FF" },
      "start": { "x": 80, "y": 220, "r": 18 },
      "platforms": [
        { "x": 0, "y": 324, "w": 640, "h": 36 },
        { "x": 120, "y": 254, "w": 90, "h": 12 },
        { "x": 0, "y": 180, "w": 90, "h": 12 },
        { "x": 210, "y": 90, "w": 40, "h": 195 },
        { "x": 120, "y": 120, "w": 90, "h": 12 },
        { "x": 520, "y": 254, "w": 90, "h": 12 }
      ]
    }
  ]
}
You, 5 hours ago • Adding files to repo ...
```

Image 3: Went back to the first level JSON data to change the values of the platforms in the level. I added some more platforms to give the player a bit more of a challenge and to extend the course a bit more.

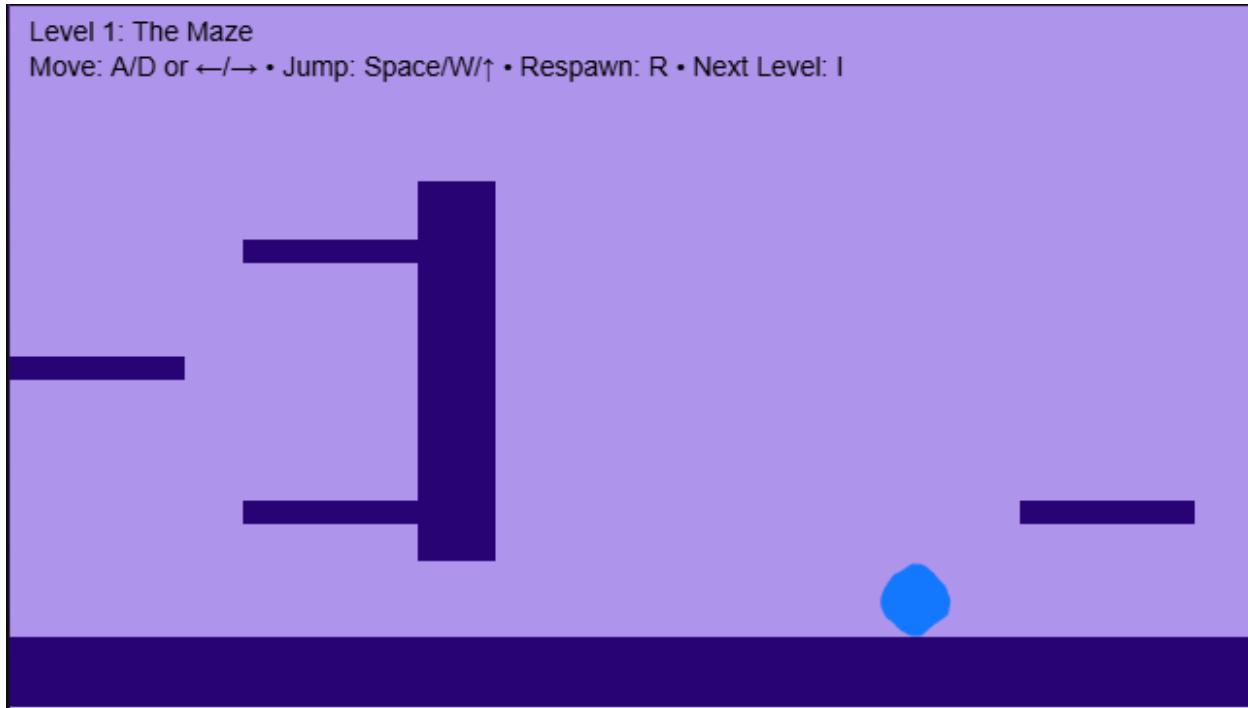


Image 4: Based on the code found in the previous image, this is what my level is looking like right now. I decided at this point to make the ending on the far right wall, and to create some kind of ball obstacle course for the player to complete where if you fall, you have to restart.

```
let star; //variable for star image

function preload() {
    // Load the level data from disk before setup runs.
    data = loadJSON("levels.json");

    //load star picture
    star = loadImage("./Assets/Star.png");      You, 14 minutes ago • Added star ima
}
```

Image 5: Added a star image to represent the goal the player is meant to reach. Even though I used the exact same input as was used in my previous sidequest, it is refusing to load and still requires some work in order to have it appear.

```
//load next level by pressing I
if (key === "i" || key === "I") {
    loadLevel(levelIndex + 1);
}

You, 22 hours ago • PLATFORMS!! ...
```

Image 6: I wanted to add a key to allow the player to proceed to the next level, but after starting to work on the assignment, chose to just keep the one level.

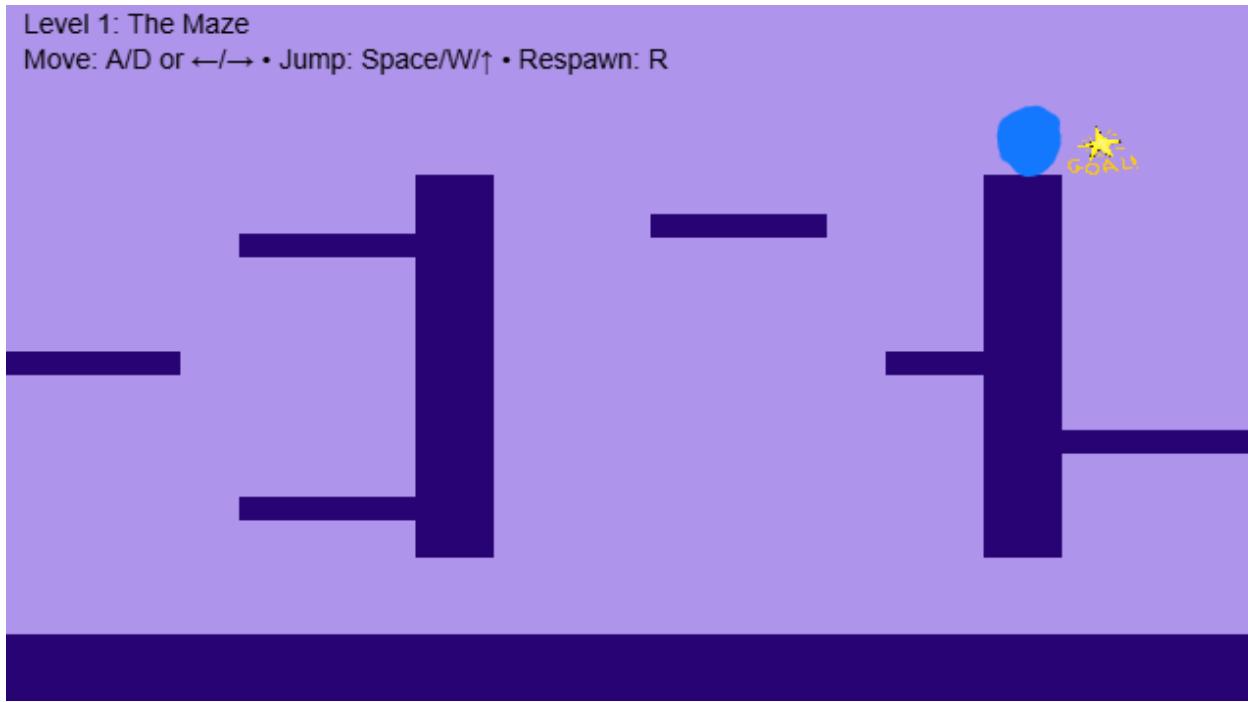


Image 7: The state of the game after the goal was added. I changed the position of the goal to be on top of the platform on the right of the screen so that when the player won, they would need to press r to restart the game, effectively using every command I had put in place.

## Week 4: Sidequest 4

Name: Clarissa Chamberlain

Role(s): Programmer, writer

Primary responsibility for this work: Programming and writing

### *Goal of Work Session*

Developing the code, playtesting and debugging.

### Tools, Resources, or Inputs Used

- Lecture Notes
- Teammates
- Prior drafts or code

*GenAI Documentation*

No GenAI was used in the creation of this task.