

## Process & Decision Documentation

Side Quest 5

Date Used: February 21, 2026

Tool Disclosure: ChatGPT 5.2

**Purpose of Use:** I used GenAI to help me brainstorm different theme ideas and decided on creating a reflective space experience. Using the tool, it helped me figure out how to build the map using the starter smooth camera world. I also used it to think through how to add stars, planets, and simple proximity based discoveries in the background.

**Summary of Interaction:** I started by looking through the starter world and camera code to better understand how it worked, then I brainstormed different concepts using GenAI and decided on creating a calm space world. I came up with a few more features and used GenAI to refine and see what's feasible for the game. I used the tool to figure out how to add parallax stars and large background planets while still keeping the world bigger than the screen. After that, I had GenAI implement the small discoverable objects such as the astronaut, alien, and artifact. I also replaced the blue cube with a small spaceship to better match the space theme. I repeatedly tested the project in the browser and adjusted things that didn't work.

**Human Decision Point(s):** I made the final decisions about the overall direction of the project, I wanted to keep it calm and meditative rather than adding obstacles or win conditions. I chose to add the stars and planets, as well as the discoveries and popup messages. I originally wanted to add more game mechanics, but after several rounds of testing I decided to keep the experience simple so that the pacing and tone would be clear.

**Integrity & Verification Note:** I checked the project by running and testing it multiple times throughout the process to ensure the camera smoothly followed the player, the parallax effect worked correctly, and that the popup messages only appeared when the player was within the range.

**Scope of GenAI Use:** GenAI didn't create the final project or design. I created all the layout, visuals, and interaction decisions and handled the final implementation and testing.

**Limitations or Misfires:** Some early GenAI ideas added more features than necessary, which would have made the project feel more interactive and like a game. However, it was very challenging and took a lot more time and effort than expected, so I chose to simplify and focus on pacing and atmosphere instead.

Appendix:

<https://chatgpt.com/share/699a3ea2-f108-8006-a5f3-9853902d4140>