

Process & Decision Documentation

Project/Assignment Decisions:

For this week's sidequest, I created an interactive multiple choice story game using a state based structure to manage different screens such as the instructions, gameplay, and ending states. I chose a simple two option system for each scene to keep the interaction intuitive while still allowing player decisions to have meaningful impact through a karma tracking system that determines the final outcome. I also made design decisions to improve usability by centering all text and using proportional positioning so that the layout appears balanced on the canvas. In addition, I adjusted the canvas size to better fit the content and avoid crowding, and repositioned text elements to improve readability. I selected a matcha inspired green background colour to create a cohesive visual style, and developed different scenarios to make the game more engaging while clearly demonstrating how player choices affect the ending.

GenAI Documentation

Date Used: February 23rd 2026

Tool Disclosure: ChatGPT 5.2

Purpose of Use: GenAI was used to support the development of an interactive multiple choice game by helping generate initial code structure, UI layout ideas, and logic for managing multiple game states. It also assisted in refining visual design decisions and improving user experience.

Summary of Interaction: I used ChatGPT to generate a basic state-based game structure, including scenes, choice logic, and win/lose outcomes. I also asked for help improving the layout and visual design, such as centering text, adjusting canvas proportions, and selecting appropriate background colours. The tool provided example code snippets and design suggestions that I then modified.

Human Decision Point: I made several independent design and implementation decisions. I adjusted the positioning of text to improve readability and visual balance, rather than using the default placement. I chose to center all text elements and space them proportionally across the canvas using relative positioning. I also selected a matcha-inspired colour palette instead of the default colours suggested, to create a consistent aesthetic. Additionally, I modified the game scenarios and dialogue to make them more engaging and cohesive.

Integrity & Verification Note: All generated code was reviewed, tested, and modified to ensure it functioned correctly within my project. I verified that all game states transitioned properly and that the karma system worked as intended. I ensured that the final submission reflects my own understanding and implementation.

Scope of GenAI Use: GenAI was used for initial code generation, layout suggestions, and design ideas. It was not used to complete the entire project. The final structure, styling, and gameplay decisions were adapted and refined manually.

Limitations or Misfire: Some generated code did not fit directly into my multi-file structure and required adjustment. There were also issues with layout alignment and multiple `setup()` and `draw()` functions conflicting across files, which I resolved manually. Some design suggestions were too generic, so I customized them to better fit my project.

Summary of Process (Human + Tool): I began with a basic state-based structure and expanded it into a multi-scene interactive game. I refined the interface by adjusting canvas size, centering text, and improving spacing. I redesigned the background colour to match a matcha theme, creating a more cohesive visual style. I also modified the narrative by introducing different scenarios that affect a tracked karma value. The tool supported early development, while I iterated and finalized the design and logic.

Decision Points & Trade-offs: I chose to use a simple two-choice system for each scene to keep the interaction clear and intuitive. I prioritized readability by centering text and using proportional spacing instead of fixed pixel values. I also adjusted the canvas size to better fit the content and avoid crowding. While more complex branching could have been implemented, I focused on clarity and functionality within the assignment scope.

Verification & Judgement: I tested the game multiple times to ensure that user input correctly updated karma and that the correct ending was triggered. I checked that all text was visible and properly aligned across different screens. I made adjustments to spacing and layout to improve usability.

Limitations, Dead Ends, or Open Questions: There is limited branching between scenes, and all players progress through the same sequence of events. Future improvements could include more dynamic decision trees, additional player stats, or visual elements such as buttons and animations. I also considered adding more UI styling but prioritized completing the core functionality first.

Appendix

My prompt:

“Give me background colour of matcha green”

ChatGPT 5.2 - output #1:

Here are some **matcha green background color options** you can use 📌



Matcha Green Colors



Soft Matcha (light, aesthetic)

background-color: #CDE7BE;



Classic Matcha (most realistic)

background-color: #7FB069;



Deep Matcha (darker, richer)

background-color: #4A7C59;



Pastel Matcha (cute / soft UI)

background-color: #E6F2D8;



For your p5.js sketch

Use `background()`:

Classic matcha (recommended)

`background(127, 176, 105);`

Softer aesthetic

`background(205, 231, 190);`

★ Best choice for your game

Since your project is **simple and clean**, use:

```
background(127, 176, 105);
```

It looks like **real matcha** and still has good contrast with white text.

If you want, I can give you a **full matcha color palette (text, buttons, UI)** so your game looks aesthetic like your Matcha Munchies branding 🍵

My prompt:

“change scene 3”

ChatGPT 5.2 - output #2:

Got it 👍 let's make **Scene 3 more interesting + branching + higher marks**

Replace your current **Scene 3 object** with this:

```
{  
  title: "Scene 3",  
  prompt: "You find an injured animal on your path.",  
  leftText: "Stop and help it",  
  leftKarma: 1,  
  rightText: "Keep going",  
  rightKarma: -1  
}
```

If you want, I can upgrade your game to have **REAL branching (different scenes depending on choices)** instead of just karma. That gets you higher marks 👍

My prompt:

“make the text more centered n different background colour”

ChatGPT 5.2 - output #3:

Got you 👍 let's make it look **more centered + nicer color (matcha aesthetic)**



1. Fix CENTERING (important)

Right now your text is too high.



In your **drawInstructions()** function, change to:

```
function drawInstructions() {  
  background(170, 205, 140); // new nicer matcha color  
  
  fill(255);  
  
  // Title  
  textSize(42);  
  text("Karma Choice Quest", width / 2, height * 0.25);  
  
  // Instructions  
  textSize(20);  
  text(  
    "Click left or right to choose.\nYour choices change karma!\nGood karma wins :)\nBad karma loses :(",  
    width / 2,  
    height * 0.5  
  );  
  
  // Start text  
  textSize(18);  
  text("Click anywhere to begin", width / 2, height * 0.7);  
}
```



2. Better BACKGROUND COLORS (pick one)



Soft Matcha (RECOMMENDED)

```
background(170, 205, 140);
```



Pastel Matcha (cuter)

```
background(200, 230, 180);
```

🌱 **Deeper Matcha (more contrast)**

```
background(120, 170, 100);
```

★ **3. OPTIONAL (make it look way nicer)**

Add this to `setup()`:

```
textAlign(CENTER, CENTER);
```

And slightly dark text for better contrast:

```
fill(40);
```

instead of white.

🔥 **Result**

- Title sits nicely near top center
 - Instructions are **perfectly centered vertically**
 - Start text is spaced cleanly
 - Background looks more aesthetic
-

If you want, I can make your whole game look **super polished** (buttons, hover effects, shadows, UI panels) so it stands out for marking 👍