

## ***Side quest: Week 2***

**Name:** Min Htet Naing, dmnaing (21008098)

### ***Project/Assignment Decisions (2–4 sentences)***

I chose to express sadness by redesigning the blob to move more slowly with a heavier downward “weight,” and by using muted colours plus a rainy environment to reinforce the mood. I decided to communicate the emotion through both motion (drag, low speed, droopy shape) and atmosphere (rain/low-contrast background) so the feeling is readable without extra explanation. For the bonus, I added a mischief mechanic where the blob can steal small notes (or bump them away with Shift) to create a subtle contrast while keeping the overall tone quiet and sad.

### ***GenAI Documentation (Used)***

**Date Used:** January 26, 2026

**Tool Disclosure:** ChatGPT (GPT-5.2 Thinking)

#### **Purpose of Use:**

I used ChatGPT to confirm what was required for Side Quest Week 2 and to get help structuring my sketch.js (sad emotion + mischief mechanic). I also asked whether any changes were needed in jsconfig.json for this assignment.

#### **Prompt(s) Used:**

1. “For Side Quest Week 2, I chose the emotion SAD. Can you provide a simple p5.js sketch.js that shows sadness through movement and environment and includes a bonus mischief mechanic where the blob steals or bumps objects on a small map?”

2. “Do I need to change anything in jsconfig.json for Side Quest Week 2, or can I leave the default file as is?”

**Summary of Interaction:**

ChatGPT suggested emotion cues (slow/heavy movement, muted colours, rain) and a simple interaction method (distance-based collision checks) for stealing or bumping objects. It also confirmed that jsconfig.json can remain the default for Week 2 unless there are VS Code errors.

**Human Decision Point(s):**

I adjusted movement values (speed/drag/weight) and visual intensity (rain/tears/background) after testing so the blob felt clearly “sad” rather than simply slow. I chose to use **touch = steal** and **Shift + touch = bump** to keep the mechanic simple and readable.

**Integrity & Verification Note:**

I verified the result by testing locally in Live Server and then confirming the same behaviour on GitHub Pages in Chrome after committing and pushing. I specifically tested movement controls, note interactions (steal vs bump), and whether the mood cues were clearly visible.

**Scope of GenAI Use:**

GenAI supported ideation and debugging guidance, but I assembled the final sketch, tuned parameters, and verified functionality myself.

**Limitations or Misfires:**

Some suggested values made the blob feel “floaty” instead of sad, so I modified the movement and environment settings to better communicate the intended emotion.