Process & Decision Documentation

Project/Assignment Decisions

Side Quests and A4 (Individual Work)

I created a story game based off a "First Date", utilizing the provided Week 3 example to have a foundation for the different game states, but eliminated the 50/50 win/lose/ feature of the original game as it did not make sense with my decision-based game.

Originally, I wanted to change the original names of the files from the example, but due to time constraints I decided against it and to just keep the original file names despite them being uncorrelated to the actual file because I realized it would take a lot of time to edit the names within the code and could easily lead to mistakes.

Tools, Resources, or Inputs Used

- Karen Cochrane and David Han's GBDA302_W3_Example03

GenAI Documentation
No GenAI was used for this task.