

Side Quest Documentation

I made significant changes to the code for this assignment. The first thing I changed was the concept of the code itself I made it a vertical platform jumper instead of a horizontal one. I also changed the background so it becomes a sunset gradient from day time to sunset to nighttime, adding stars at the top in stagnant randomized positions to make it look like the night sky. This was the most prominent change to the game which makes it have the beauty and aesthetics similar to Mario 64 which we played in class. For this changing the colors of the blob as well as the platforms themselves were necessary. This in addition to adding an intractable object to the game such as the “door” which when players hit they restart all are taken into account in helping to try to evoke the calm and serene emotion that Mario 64 does.

GenAI Documentation

Date Used: 2026-02-25

Tool Disclosure: ChatGPT-5.2

Purpose of Use: for the AI to write the code itself, while I provide it with creative direction.

Summary of Interaction: ChatGPT wrote the code while I gave it the ideas, as well as any errors the code produced.

Human Decision Point(s): I came up with an idea for a game inspired by the games we played in class. And then I directed the AI to get the desired results. For example, I changed the splash screen, the colours, the direction of the camera, the camera movement as well as the goal of the game and added an additional object.

Integrity & Verification Note: I made sure to follow the outline of the side quests, incorporating the weekly prompt as well as the weekly in-class game. Additionally, I made sure to run it regularly as the code was generated to ensure that it worked sufficiently.

Scope of GenAI Use: AI did not contribute to any of the ideas or creative direction; it simply wrote my ideas in code.

Limitations or Misfires: After the last sidequest I came into this approaching it in a much simpler way. My strategy was to start off the chat by giving it the file names and code and an in-depth idea for the game. This was because last time I had issues where the AI made new names for each JS files which then made linking each screen very difficult. I had issues with both the stars as well as the platforms in the game. The stars were generated in a linear pattern to begin with which then I had to change to be randomized positions however with each frame the positions of the stars would change creating movement, this of course was not what I wanted so then I got the AI to make them stationary. The platforms had an issue because when I tried to extend the map the platforms generated on top of one another making it impossible to jump to the next platform. This had to be solved. The first time I tried getting AI to fix it it was not clear on what needed to be fixed and where. However after further communication this was fixed.

Summary of Process (Human + Tool)

I started the process by sharing as much information as possible so I shared my idea in depth along with the names of files and the current code. Then the AI gave me what to put in each file to achieve my idea for the game. After this the game worked but was not perfected. The gradient background started on purple the

blob couldnt jump high enough etc. So the platforms needed to be adjusted along with the blobs movements/jump height. In addition to this I needed to make sure that the camera followed along with the characters movements to evoke the emotion of serenity. So the camera was adjusted to start off fast and then move slow towards the end along with the blobs movements which slow at the end of the game. After all of this was adjusted i added the door into the game and made it so that when the character hits it the game restarts. Finally I adjusted the night sky so that the stars were randomized and stagnant.

Decision Points & Trade-offs

My Ideas for the code:

- The goal of the game: reach the top to restart
- The emotion evoked: serenity
- The background/splash screen
- The colors of the Blobs and platforms
- Addition os objects: door
- Concept of the game
- Camera movement

Verification & Judgement

I both re-read the assignment requirements and the course outline.

Limitations, Dead Ends, or Open Questions

There were definitely complications as I explained above but it was doable there were no dead ends just complications. There were times when I didnt understand what it was saying to me so I had to start fresh so I could understand the code and where to put it.

Appendix

<https://chatgpt.com/share/699fafaf4-1434-800c-a1ea-281a94821936>

<https://chatgpt.com/share/699fafc0-c37c-800c-b032-8200f25bf381>

The first chat ran out of free premium uses so I had to switch