# Process & Decision Documentation

**GBDA 302 – Side Quest (Week 2)**

# Project / Assignment Decisions (Individual Work)

For this side quest, I chose to focus on expressing **anxiety** through movement rather than adding multiple mechanics or visual elements. I wanted the emotion to come across through how the blob behaved in space, especially how it moved when things felt crowded or overwhelming. Keeping the scope simple helped me spend more time tuning the movement so the emotion felt intentional rather than rushed or unclear.

# Role-Based Process Evidence (Individual)

## Entry Header

**Name:** Elizabeth Ciceu
**Role(s):** Designer & Developer
**Primary responsibility for this work:** Designing the concept and implementing the blob's movement behaviour in code

## Goal of Work Session

The goal of this work session was to redesign the blob's movement and environment so that anxiety or overstimulation could be felt through interaction, without relying on text or explanation.

## Tools, Resources, or Inputs Used

- Visual Studio Code
- p5.js
- Lecture slides and in-class examples
- GitHub (repository and GitHub Pages)
- GitHub Copilot for movement prototyping and debugging

# GenAI Documentation

**Date Used:** January 22, 2026
**Tool Disclosure:** GitHub Copilot

**Purpose of Use:**
I used GenAI to help explore different ways of creating jittery, unsettled movement and to troubleshoot issues with speed and position updates.

**Summary of Interaction:**
Copilot suggested using Perlin noise and small random offsets to create movement that felt unstable rather than smooth. It also helped identify simpler ways to adjust speed when the blob was near obstacles or edges.

**Human Decision Point(s):**
I adjusted and simplified the generated code so the movement felt anxious instead of chaotic. I also chose to remove more complex suggestions that made the behaviour harder to read or control.

**Integrity & Verification Note:**
All code was reviewed and tested manually in the browser. I made sure the behaviour aligned with concepts covered in class and clearly communicated the intended emotion.

**Scope of GenAI Use:**
GenAI was used as a support tool for prototyping and debugging only. The concept, emotional goal, and final tuning decisions were my own.

**Limitations or Misfires:**
Some suggestions were overly complex for the scope of the side quest, so I simplified them to keep the interaction clear.

# Summary of Process (Human + Tool)

I started by deciding on anxiety as the emotion and experimented with different movement speeds, noise values, and reactions to obstacles. Early versions either felt too calm or too chaotic, so I iterated by gradually adjusting values and testing the sketch repeatedly. GenAI helped me get initial ideas moving faster, but most of the work came from manually testing and refining the behaviour until it felt right.

# Decision Points & Trade-offs

One key decision was to focus entirely on movement and space rather than adding visual polish or extra mechanics. While additional features could have made the sketch more complex, I felt that keeping it minimal made the emotional intent clearer and easier to understand.

# Verification & Judgement

I evaluated the sketch by observing how the blob behaved in different areas of the environment and checking whether the movement consistently felt tense or unsettled. I also reviewed the side quest criteria to make sure the emotion was being expressed through interaction rather than explanation.

# Limitations, Dead Ends, or Open Questions

Because of time and scope limits, the environment and interaction were kept simple. With more time, I would explore adding sound or camera movement to further reinforce the emotional experience.

# Appendix: GenAI Interaction Transcript

**GBDA 302 – Side Quest Week 2**

## Purpose of Appendix

This appendix documents how generative AI was used to support experimentation and debugging during the development of the Week 2 side quest. The interaction demonstrates how GitHub Copilot was used to build upon an existing code structure rather than generate a project from scratch.

## Transcript Summary

**Student:**
Here is the movement-based blob sketch I want to build off of. I want the movement to feel anxious or unstable.

**Copilot Response:**
Suggested experimenting with Perlin noise and small oscillations to make the blob's outline and motion feel less rigid. Recommended adjusting acceleration and friction values to avoid overly smooth movement.

**Student:**
The movement feels too calm right now. How can I make it more unsettled without losing control?

**Copilot Response:**
Suggested increasing gravity slightly, lowering ground friction, and introducing minor inconsistencies in horizontal velocity to add tension while maintaining player control.

**Student:**
Some of this feels too chaotic. How can I simplify it?

**Copilot Response:**
Recommended reducing the number of random values used and focusing on fewer parameters (such as acceleration and wobble) to keep the behaviour readable and intentional.

## Summary of GenAI Role

GenAI was used to explore alternative movement approaches and to speed up iteration. All suggestions were reviewed, modified, or rejected by the student. The final movement behaviour reflects human judgement and manual tuning rather than direct adoption of generated code.