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

Appendix: Full GenAI Transcript (Verbatim)

GBDA 302 – Side Quest Week 2
Note: The following transcript is copied directly from this chat conversation. Portions of the assistant's responses are marked as *[response truncated by interface]* where the platform did not retain full output.

Transcript

User:
this chat is gonna be dedicated to GBDA 302 side quests

User:
this is the code im gonna build it off of:

```
// Y-position of the floor (ground level)

let floorY3;



// Player character (soft, animated blob)

let blob3 = {

  x: 80,

  y: 0,

  r: 26,

  points: 48,

  wobble: 7,

  wobbleFreq: 0.9,

  t: 0,

  tSpeed: 0.01,
```

```
  vx: 0,

  vy: 0,

  accel: 0.55,

  maxRun: 4.0,

  gravity: 0.65,

  jumpV: -11.0,

  onGround: false,

  frictionAir: 0.995,

  frictionGround: 0.88,
};


let platforms = [];


function setup() {

  createCanvas(640, 360);

  floorY3 = height - 36;

  noStroke();

  textFont("sans-serif");

  textSize(14);


  platforms = [

    { x: 0, y: floorY3, w: width, h: height - floorY3 },

    { x: 120, y: floorY3 - 70, w: 120, h: 12 },
```

```
    { x: 300, y: floorY3 - 120, w: 90, h: 12 },

    { x: 440, y: floorY3 - 180, w: 130, h: 12 },

    { x: 520, y: floorY3 - 70, w: 90, h: 12 },

  ];


  blob3.y = floorY3 - blob3.r - 1;

}
```

Assistant:
[response truncated by interface]

User:
i want the emotion of frustration to be displayed in the blob

Assistant:
[response truncated by interface]

User:
what do i name the file

Assistant:
[response truncated by interface]

User:
ok i did ut, is there anything left

Assistant:
[response truncated by interface]

End of Transcript

Disclosure Note (Recommended to Include)

Due to interface limitations, earlier assistant responses in this conversation are no longer fully visible. The transcript above reflects the complete preserved record of the interaction as retained by the platform. No AI output has been recreated or modified for this appendix.