

GenAI Documentation

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If GenAI was used (keep each response as brief as possible):

GenAI was not used for this sidequest.

Old Code

```
let data; // raw JSON data
let levelIndex = 0;

let world; // WorldLevel instance (current level)
let player; // BlobPlayer instance

function preload() {
  // Load the level data from disk before setup runs.
  data = loadJSON("levels.json");
}

function setup() {
  // Create the player once (it will be respawned per level).
  player = new BlobPlayer();

  // Load the first level.
  loadLevel(0);

  // Simple shared style setup.
  noStroke();
  textFont("sans-serif");
  textSize(14);
}
```

New Code

You, 3 minutes ago | 1 author (You)

```
let data; // raw JSON data
let levelIndex = 0;

let world; // WorldLevel instance (current level)
let player; // BlobPlayer instance
const levels = ["Level 1 - Intro", "Level 2 - Higher Jumps"];

function preload() {
  // Load the level data from disk before setup runs.
  data = loadJSON("levels.json");
}

function setup() {
  // Create the player once (it will be respawned per level).
  player = new BlobPlayer();

  // Load the first level.
  loadLevel(0);

  // Simple shared style setup.
  noStroke();
  textFont("sans-serif");
  textSize(14);
}

function draw() {
  // 1) Draw the world (background + platforms)
  world.drawWorld();

  // 2) Update and draw the player on top of the world
  player.update(world.platforms);
  player.draw(world.theme.blob);

  fill("■ #21a6ca");
  for (let i = 0; i < levels.length; i++) {
    text(levels[i], 10, 60 + i * 18);
  }
}
```

Old Code

```
{
  "schemaVersion": 1,
  "levels": [
    {
      "name": "Intro Steps",
      "gravity": 0.65,
      "jumpV": -11.0,
      "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8", "blob": "#1478FF" },
      "start": { "x": 80, "y": 220, "r": 26 },
      "platforms": [
        { "x": 0, "y": 324, "w": 640, "h": 36 },
        { "x": 120, "y": 254, "w": 120, "h": 12 },
        { "x": 300, "y": 204, "w": 90, "h": 12 },
        { "x": 440, "y": 144, "w": 130, "h": 12 },
        { "x": 520, "y": 254, "w": 90, "h": 12 }
      ]
    }
  ]
}
```

New Code

```
100, 14 minutes ago | 1 author (100)
You, 14 minutes ago • First Commit
{
  "schemaVersion": 1,
  "levels": [
    {
      "name": "Intro Steps",
      "gravity": 0.65,
      "jumpV": -11.0,
      "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8", "blob": "#1478FF" },
      "start": { "x": 80, "y": 220, "r": 26 },
      "platforms": [
        { "x": 0, "y": 324, "w": 640, "h": 36 },
        { "x": 120, "y": 254, "w": 120, "h": 12 },
        { "x": 300, "y": 204, "w": 90, "h": 12 },
        { "x": 440, "y": 144, "w": 130, "h": 12 },
        { "x": 520, "y": 254, "w": 90, "h": 12 }
      ]
    },
    {
      "name": "Higher Jumps",
      "gravity": 0.25,
      "jumpV": -11.0,
      "theme": { "bg": "#F0F0F0", "platform": "#C8C8C8", "blob": "#1478FF" },
      "start": { "x": 80, "y": 900, "r": 26 },
      "platforms": [
        { "x": 0, "y": 1000, "w": 640, "h": 36 },
        { "x": 120, "y": 854, "w": 120, "h": 12 },
        { "x": 20, "y": 704, "w": 90, "h": 12 },
        { "x": 440, "y": 644, "w": 130, "h": 12 },
        { "x": 350, "y": 450, "w": 90, "h": 12 }
      ]
    }
  ]
}
```

