

## Week 2 Process and Decision Document

Name: Fintan Sharpe

Role(s): N/a

Primary responsibility for this work:

### *Goal of Work Session*

Side Quest Week 2

### *Decision Points & Trade-offs*

Decided to make a simple change to the speed of the blob to

### *Verification & Judgement*

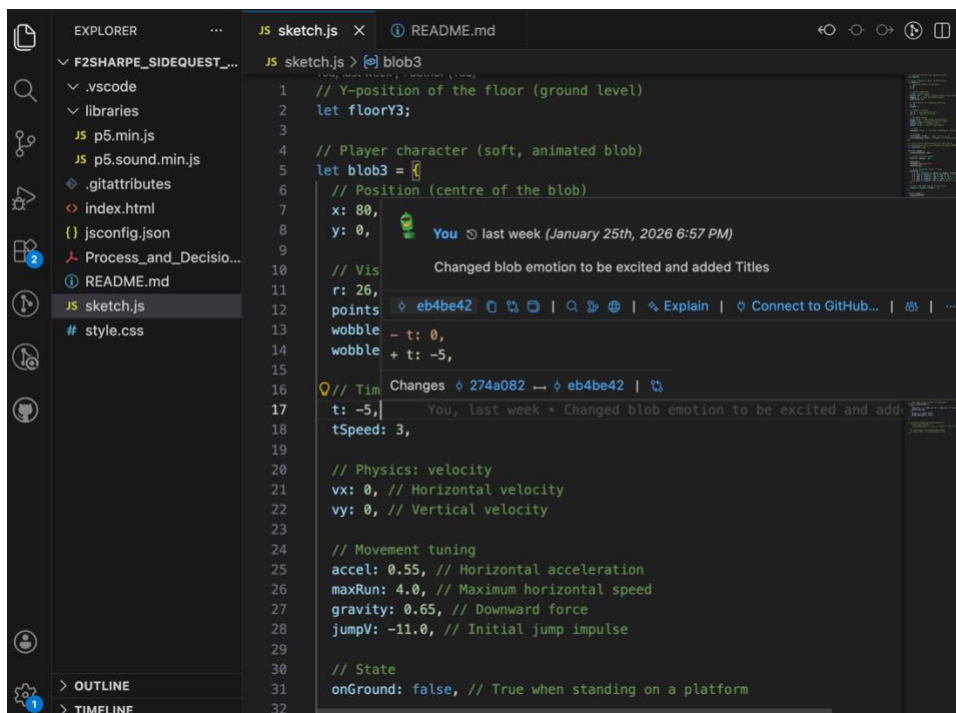
N/a

### *Limitations, Dead Ends, or Open Questions*

Gen AI: No Gen AI was used in this assignment.

### Appendix:

Changed Code Below – tSpeed Attribute Changed and t.



```
1 // Y-position of the floor (ground level)
2 let floorY3;
3
4 // Player character (soft, animated blob)
5 let blob3 = {
6   // Position (centre of the blob)
7   x: 80,
8   y: 0,
9   // Vis
10  r: 26,
11  points: eb4be42,
12  wobble: - t: 0,
13  wobble: + t: -5,
14
15  // Tim
16  t: -5,
17  tSpeed: 3,
18
19  // Physics: velocity
20  vx: 0, // Horizontal velocity
21  vy: 0, // Vertical velocity
22
23  // Movement tuning
24  accel: 0.55, // Horizontal acceleration
25  maxRun: 4.0, // Maximum horizontal speed
26  gravity: 0.65, // Downward force
27  jumpV: -11.0, // Initial jump impulse
28
29  // State
30  onGround: false, // True when standing on a platform
31
32 }
```