

Process & Decision Documentation

Project/Assignment Decisions

I learned how to make modifications when GenAI doesn't generate code that does exactly what you wanted it to do. For example, I noticed my blob landed quite "roughly" when I wanted to express the joyful emotion, so I changed my prompt to explain the action better and as a result the new landing animation was much better.

GenAI Documentation

GenAI was used to make modifications to the code from the original repository (all new code was written using GenAI).

Prompt	Result
Make gravity feel lighter and floatier Increase jump height slightly and add a soft bounce when landing	A blob that jumps more freely, but had a bounce when landing
When the blob hits the ground, squash it vertically and stretch it horizontally for a bit Add a small upward rebound so it gently bounces instead of stopping abruptly Gradually ease the blob back to its neutral shape over time Make sure landing is soft and playful, not painful	A blob that lands softer, however when it landed it wasn't actually touching the "ground".
Anchor the bottom of the blob to the floor when squashed	Blob now looks like it lands on the actual "ground".
Replace the background with a soft sky gradient Add simple clouds that drift slowly in the sky	Made a background with a sky, moving clouds, sun, and small rainbow.

Add sun and rainbow using basic shapes	
Make the rainbow 2x bigger	Made the rainbow bigger (had same problem where it wasn't touching the "ground" but I manually moved it down)
Give the sun an animation	Gave the sun a "breathing" animation
Make the blob emit sparkles when it reaches the highest point of the jump	Made the blob emit sparkles when it jumps