

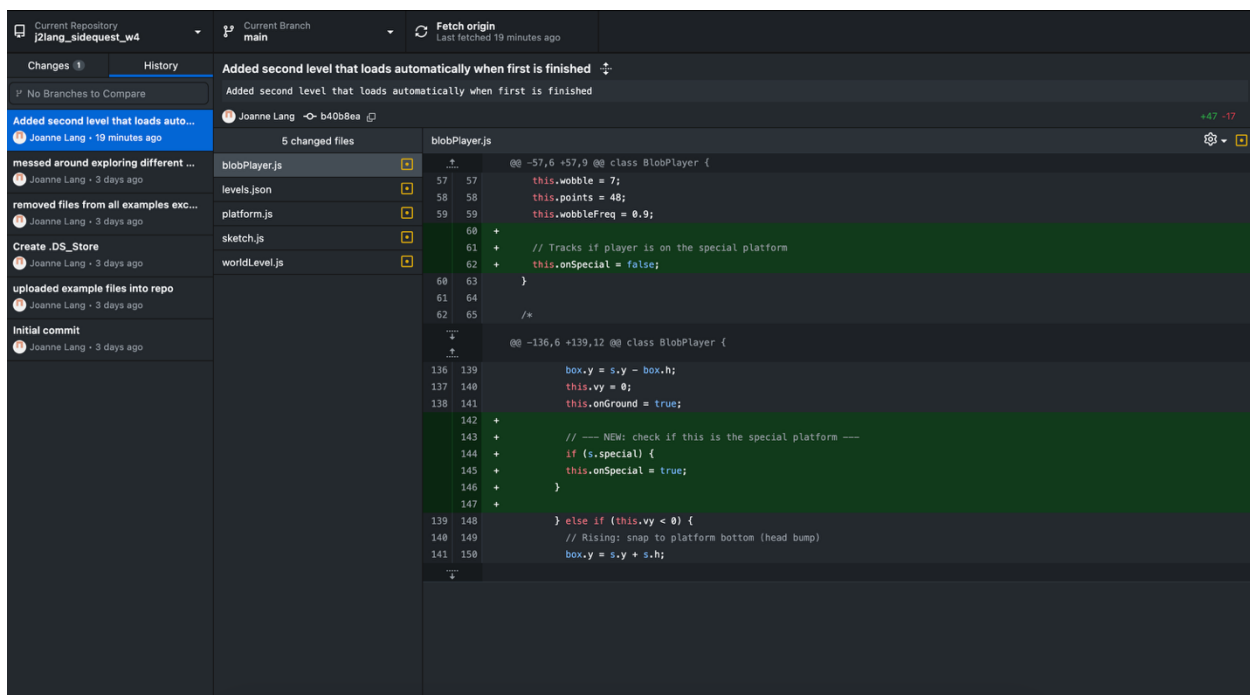
# Process & Decision Documentation

## Side Quests and A4 (Individual Work)

- Updated a prompt about auto-loading the next game level
- The updated prompt caught the bug and got rid of the glitch during the level transition

## Role-Based Process Evidence

### Progress



### Name

Joanne Lang

### Goal of Work Session

- Starting and finishing the side quest + bonus part

### Tools, Resources, or Inputs Used

- GenAI tools (ChatGPT 4.0)
- Lecture Notes

# GenAI Documentation

**Date Used:** Tues, Feb. 10, 2026

**Tool Disclosure:** ChatGPT 4.0

**Purpose of Use:** Clarifying instructions, explaining concepts, vibe coding, coming up with ideas, debugging.

**Summary of Interaction:** I inputted the .js files and side quest instructions, and ChatGPT gave me explanations of the concepts and .js solutions to try for what I wanted to implement.

## Human Decision Point(s):

- Gave it more input – copy pasted in the starting Example 5 files to provide more context after having asked it to explain the side quest instructions; this was to give it more context so it could give a better, more specific response to my initial prompt asking it to explain the instructions
- Still didn't fully understand its explanation, so prompted it to further clarify what the difference was between the arrays approach/JSON approach
- Tried implementing a given JSON approach, but the blob couldn't physically jump high enough to reach the next platform; prompted it for ways to fix this
- Prompted for a way to make gap between platforms big enough for the blob to get stuck but not fall through; the result was technically wrong (gave solution for gap slightly bigger than blob width instead of slightly smaller, but I liked this so I kept it)
- When adding "win" platforms, prompted it for exactly where in blobPlayer.js I would need to add the given code snippet
- Prompted it to fix the mistake in my code by giving it all my updated files (Live Server screen was just blank white, needed to fix this)
- Prompted it to fix the level transition glitch

## Integrity & Verification Note:

- I read over the solutions to see if they made sense, cross-referencing with my knowledge from class/tutorial and testing in Live Server for bugs

## Scope of GenAI Use:

- I used GenAI to come up with my solutions/implementations, but I chose my own colour for the "win" platforms
- I also picked and chose which of the multiple implementations it gave me to use, i.e. changing only the jumpV value and not the gravity as well like it suggested)

### **Limitations or Misfires:**

- Pretty good output; usually correct and worked and easy to understand; HOWEVER would still make mistakes/overlook things
  - Made level 2 platforms too far away from each other for blob to reach
  - Made the gap for the middle platforms slightly bigger than the blob instead of slightly smaller (I ended up liking this better though)
  - Overlooked two pieces of code that was preventing my game from running properly
  - Its original implementation of the level auto-transition was glitchy

### **Appendix**

<https://chatgpt.com/share/698b87ba-8ff0-8003-9f15-a12011c2b3e2>