

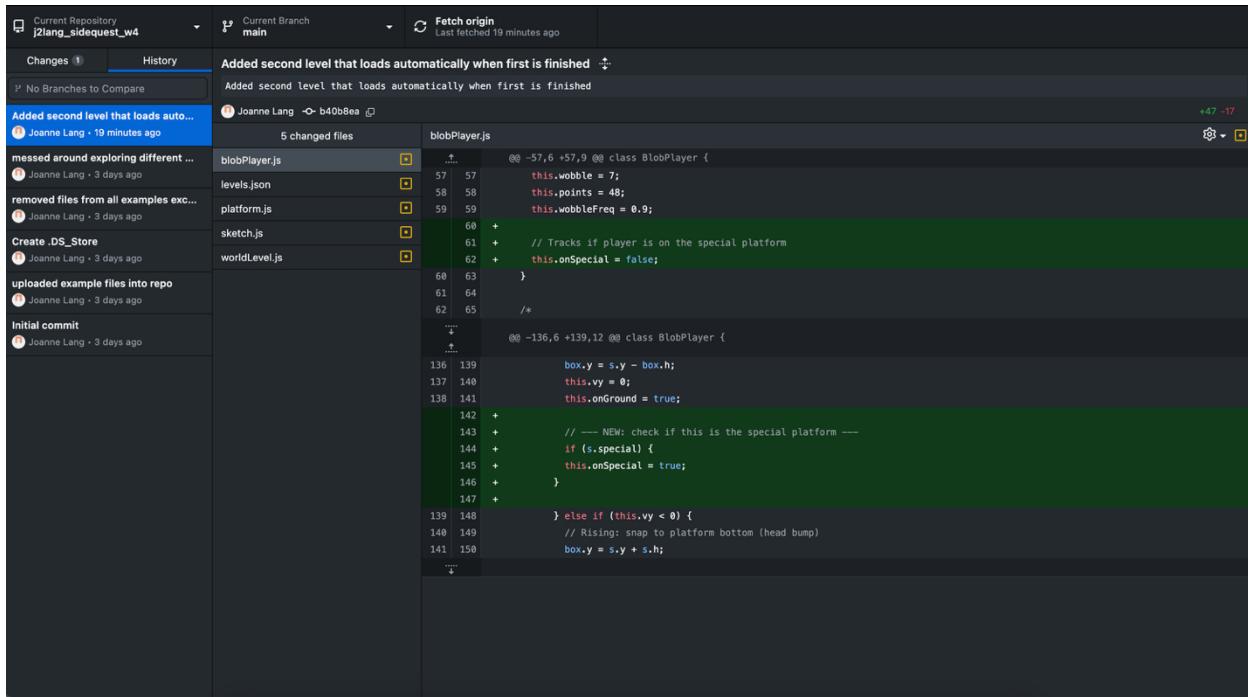
Process & Decision Documentation

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



Added second level that loads automatically when first is finished

```
@@ -57,6 +57,9 @@ class BlobPlayer {
  this.wobble = 7;
  this.points = 48;
  this.wobbleFreq = 0.0;
+
// Tracks if player is on the special platform
+
this.onSpecial = false;
}

@@ -136,6 +139,12 @@ class BlobPlayer {
  box.y = s.y - box.h;
  this.vy = 0;
  this.onGround = true;
+
+ // --- NEW: check if this is the special platform ---
+
+ if (s.special) {
+   this.onSpecial = true;
+ }
+
} else if (this.vy < 0) {
  // Rising: snap to platform bottom (head bump)
  box.y = s.y + s.h;
}
```

Name

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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>