

# Process & Decision Documentation

## Project/Assignment Decisions

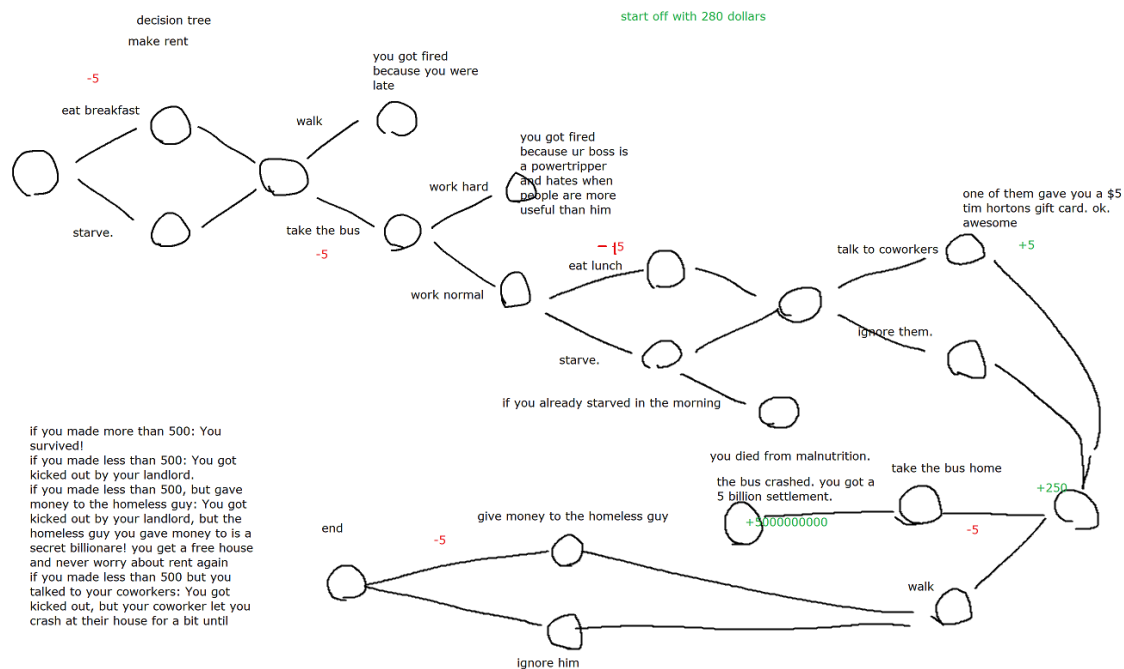
For this side quest, I decided to make a satirical game where you need to earn enough money by the end of the day to pay rent, while also balancing work, social life, and food. I sketched out the branching pathways on MS Paint before starting on the side quest, adjusting some details as I went. A specific detail I adjusted from the original MS paint sketch was that the starting money value was 270 instead of 280, as 280 made obtaining the regular bad ending impossible.

## GenAI Documentation

No genAI was used in my addition to the original example code.

## Summary of Process

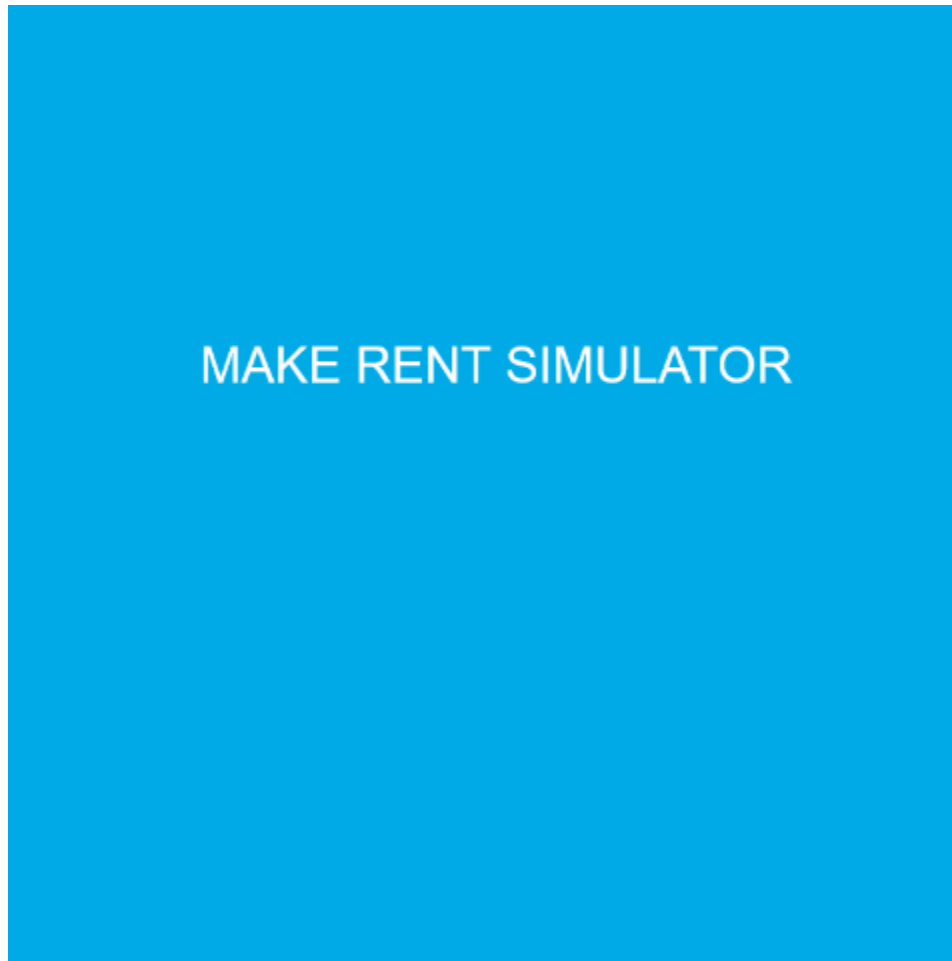
Stated before, I first started with a drawing of a story branch I wanted for the game.



I then added all of the screens as separated js files in VSCode.

Notably, the intro screen background was specifically colorpicked from the background color of the Weezer album by Weezer. The other screens were based on how I feel

represented the time of day in the current story screen.



The screen before I added buttons and changed the text color to be black.

```
function drawIntro() {  
  //weezer blue  
  background(0, 172, 230);  
}
```

▼ j366lee\_sidequest3\_W3

> libraries

📁 .gitattributes

JS afternoonbus.js

JS breakfast.js

JS coworkers.js

JS endscreen.js

JS giftcard.js

JS homeless.js

<> index.html

JS intro.js

{ } jsconfig.json

JS lunch.js

JS main.js

JS morningtransit.js

JS payday.js

📄 README.md

JS sketch.js

JS starved.js

# style.css

JS walkfired.js

JS work.js

JS workfired.js

One of the major problems I had initially was in the screen transition from breakfast to morningtransit, I copied and pasted the code inside breakfast.js to modify inside morningtransit.js, but I forgot to modify the mousePressed lines.

```
function breakfastMousePressed() {  
  const walkButton = {  
    x: width / 2,  
    y: 240,  
    w: 200,  
    h: 50,  
  };  
  
  const busButton = {  
    x: width / 2,  
    y: 300,  
    w: 200,  
    h: 50,  
  };  
  
  if (hoverButton(walkButton)) {  
    currentScreen = "walkfired";  
  }  
  
  if (hoverButton(busButton)) {  
    currentScreen = "work";  
    money = money - 5;  
  }  
}
```

Although it should have been morningtransitMousePressed(), I did not edit it initially. When I was playtesting the game, I noticed the game would skip the morningtransit screen when any button on the breakfast screen was pressed. Unfortunately I did not notice that I forgot to edit the function name on that screen, and spent a decent amount of time figuring it out.

Once I did, I fixed it, and the game ran as expected.

```
function morningTransitMousePressed() {  
  const walkButton = {  
    x: width / 2,  
    y: 240,  
    w: 200,  
    h: 50,  
  };  
  
  const busButton = {  
    x: width / 2,  
    y: 300,  
    w: 200,  
    h: 50,  
  };  
  
  if (hoverButton(walkButton)) {  
    currentScreen = "walkfired";  
  }  
  
  if (hoverButton(busButton)) {  
    currentScreen = "work";  
    money = money - 5;  
  }  
}
```

Aside from that error, I did not encounter any other significant errors or bugs. Most of the code was written from scratch as I did not realize I could just modify the original example code.