

Process & Decision Documentation

Project/Assignment Decisions

Changed the Example3 template to express the emotion of joy. I changed the environment to a light blue background and green platforms to give the impression of being outside. I changed the blobs colour to a bright yellow which also represents joy. Finally, I changed the blob's movements by making it wobblier in general and more when it's moving, made it move faster and made the wobbles faster. All these changes express joy as the blob is moving more energetically in a brighter, happier environment.

GenAI Documentation

Date Used: January 22, 2026

Tool Disclosure: ChatGPT 4

Purpose of Use: Code support and ideation

Summary of Interaction: The tool showed me where in the code I could make the changes I wanted to and tips on how to implement those changes.

Human Decision Point(s): I modified some of the values it gave me as I played around with the code. This allowed me to see how the sketch was performing and change the values accordingly.

Integrity & Verification Note: I checked for accuracy by testing the code snippets it gave to see if it functions as intended.

Scope of GenAI Use: Didn't contribute to the original code.

Limitations or Misfires: The tool acted as expected and didn't produce any errors or misunderstandings.

Summary of Process (Human + Tool)

- After ChatGPT gave code snippets on what to change I tested it to make sure it worked and if it didn't changed the prompt accordingly to give the proper result.

Appendix

Prompt 1: given this code change the blob colour to yellow

You only need to change **one line** in the `drawBlobCircle` function.

Right now, the blob is blue because of this line:

```
fill(20, 120, 255);
```

Change it to a yellow color, for example:

```
fill(255, 220, 60);
```

Updated function (only the relevant part)

```
function drawBlobCircle(b) {  
  fill(255, 220, 60); // yellow blob  
  beginShape();  
  
  for (let i = 0; i < b.points; i++) {  
    const a = (i / b.points) * TAU;  
  
    const n = noise(  
      cos(a) * b.wobbleFreq + 100,  
      sin(a) * b.wobbleFreq + 100,  
      b.t,  
    );  
  
    const r = b.r + map(n, 0, 1, -b.wobble, b.wobble);  
    vertex(b.x + cos(a) * r, b.y + sin(a) * r);  
  }  
  
  endShape(CLOSE);  
}
```

If you want a **brighter**, **pastel**, or **golden** yellow instead, tell me the vibe and I'll tweak the RGB 🧐✨

Prompt 2: how to i give the blob a more intense wiggle.

You can make the blob feel more energetic by changing **how much** it deforms *and* **how fast** it breathes.

Here are the best tweaks (you can do all of them together).

1 Increase the wobble amount (bigger jiggle)

This has the biggest visual impact.

```
blob3.wobble = 12; // try 10-15 (was 7)
```

2 Increase wobble frequency (more bouncy edges)

This makes the edge details tighter and more playful.

```
blob3.wobbleFreq = 1.4; // was 0.9
```

3 Speed up the breathing animation (feels excited)

Faster time = happier energy.

```
blob3.tSpeed = 0.02; // was 0.01
```

4 (Optional but cute) Make it wiggle more when moving

This makes the blob feel **extra alive** when running or jumping.

Replace this line in `draw()`:

```
blob3.t += blob3.tSpeed;
```

With this:

```
const speed = abs(blob3.vx) + abs(blob3.vy);  
blob3.t += blob3.tSpeed + speed * 0.01;
```

Now it wiggles more when it's excited (aka moving).

💛 “Happy blob” combo (recommended)

If you just want a clean preset, use:

```
blob3.wobble = 13;  
blob3.wobbleFreq = 1.3;  
blob3.tSpeed = 0.02;
```

Prompt 3: how do i make it go faster when the arrow keys are pressed

You've got two clean ways to do this — depends on whether you want **arrow keys = sprint** or just **overall faster movement**. I'll show both 📌

★ Option 1: Arrow keys = faster (recommended)

Keep A/D normal speed, make arrow keys *zoom*.

Find this part in `draw()`:

```
let move = 0;
if (keyIsDown(65) || keyIsDown(LEFT_ARROW)) move -= 1;
if (keyIsDown(68) || keyIsDown(RIGHT_ARROW)) move += 1;
```

Replace it with:

```
let move = 0;
let speedMult = 1;

if (keyIsDown(LEFT_ARROW) || keyIsDown(RIGHT_ARROW)) {
  speedMult = 1.6; // sprint speed for arrow keys
}

if (keyIsDown(65) || keyIsDown(LEFT_ARROW)) move -= 1;
if (keyIsDown(68) || keyIsDown(RIGHT_ARROW)) move += 1;

blob3.vx += blob3.accel * move * speedMult;
```

✨ Arrow keys now feel faster without breaking physics.

⚡ Option 2: Just make everything faster

If you don't care about different keys.

```
blob3.accel = 0.8; // was 0.55
blob3.maxRun = 6.5; // was 4.0
```

🎮 Optional: make sprint feel juicier

If sprinting should feel **happier + wilder**:

```
if (speedMult > 1) {
```

```
    blob3.wobble = 16;  
  } else {  
    blob3.wobble = 12;  
  }
```