GBDA 302 – Global Digital Project 2
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Side Quest Week 2 - Process & Decision Documentation

1. What I was trying to do

I was trying to redesign my blob character's movement and environment to express the emotion of panic, and to add a small mischief mechanic where the blob can bump into and steal objects in a small map.

2. One small decision or change I made

I decided to make the blob feel harder to control by reducing ground friction, increasing camera shake, and making movement more slippery and jittery as the panic value increases.

3. Evidence of the change

I modified the movement variables and added a panic system in the code that affects camera shake, blob wobble, and how the blob interacts with objects in the environment.

4. GenAI Use

I used GenAI for this Side Quest.

I used GenAI (ChatGPT) to help extend my existing p5.js code by adding a panic system, camera shake, and a mischief object interaction mechanic. ChatGPT was also used to help debug collision boundaries and fix movement issues. In addition, I used GenAI to refine my technical writing so that it would be clearer and easier for the user to understand.