

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