

GBDA 302 – Global Digital Project 2
Jowan Manjooran Jomon jmanjoor 21105035

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.

5. Transcript.

User:

I have a p5.js platformer with a blob character. Can you help me redesign the movement and environment to express a specific emotion like panic, and add a small mischief mechanic where the blob can bump into or steal objects?

ChatGPT:

Yes. We can add a panic system that affects movement, camera shake, and the blob's visual wobble. We can also add simple interactive objects that the blob can collide with and pick up.

User:

The character is sometimes clipping through platforms and getting stuck on edges. Can you help fix the boundary and collision issues?

ChatGPT:

Yes. We can fix this by separating horizontal and vertical collision resolution and tightening the collision box so the character no longer snags on platform edges.

Provided code was used in the project while changing the variables to make it work efficiently.