Side Quest Week 3 - Process & Decision Documentation

1. What I was trying to do

For Week 3, I aimed to use the provided multi-screen p5.js starter structure to build a short branching interactive story. Instead of relying on random outcomes, my goal was to have player choices determine which scenes and ending they reached, inspired by the game *Dispatch*.

2. One small decision or change I made

I replaced the original random win/lose outcome in the game screen with a two-step decision structure, where the player makes an initial choice, encounters a follow-up scenario, and then reaches an ending based on those decisions.

3. Evidence of the change

- Random win/lose logic was removed from game.js

- Player choices are tracked using simple variables

- Different endings are reached based on decisions rather than chance

4. GenAI Use

I used GenAI (ChatGPT) to help explain the starter code, generate draft code for a branching decision structure, and refine on-screen instructional and narrative text. I

reviewed, tested, and modified the generated code to ensure it aligned with the course template and worked correctly within the existing state-based structure.

Appendix: GenAI Transcript

Tool Used: ChatGPT

Prompt 1:
 "How does the provided p5.js starter code manage multiple screens using a currentScreen variable?"
 Summary: GenAI explained how main.js routes drawing and input to different screen files based on the current state.

Prompt 2:
 "How can I replace random win/lose logic in a p5.js game with a simple branching decision structure?"
 Summary: GenAI suggested tracking player choices with variables and routing outcomes based on those choices instead of randomness.

Prompt 3:
 "How can I clearly communicate player choices and consequences in a short interactive story?"
 Summary: GenAI suggested using concise on-screen text and clear button labels to make decisions and outcomes understandable.