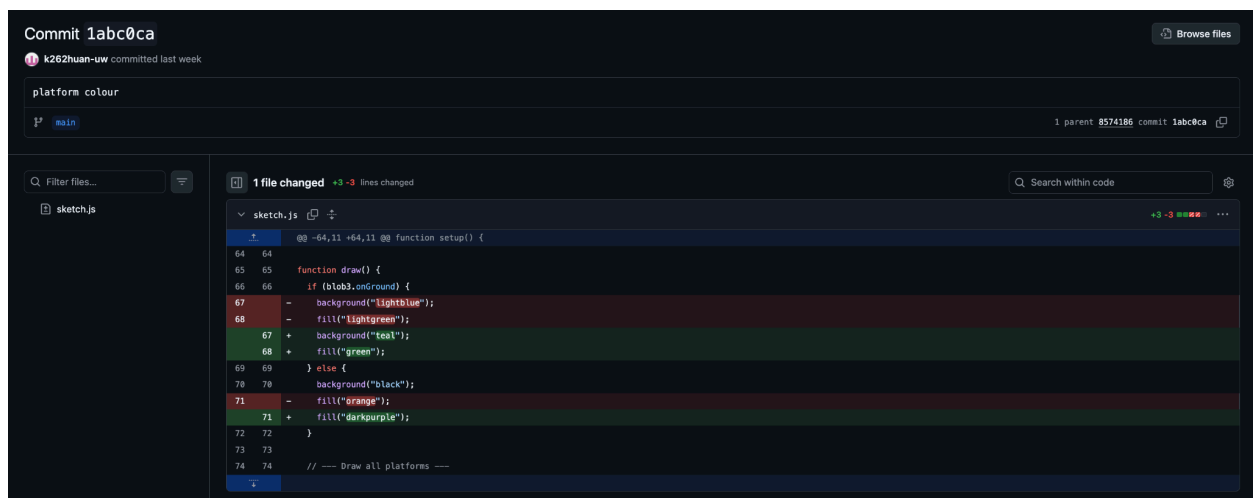# Process & Decision Documentation

Project/Assignment Decisions

For Side Quest 2, I decided to redesign the blob's movement and environment to express the emotion of panic and relaxation. When the blob is on the ground, it is surrounded by a calming environment. But when the blob is in the air, it panics, turning red and small, and the environment around it grows dark and scary. The significant decision I made was to turn the background dark to show the panic the blob faces. I made this decision because I wanted to express how, when you feel panicked, the world around you becomes nonexistent.

Role-Based Process Evidence

From CS100, CS105, CS106, and GBDA228, I remembered many functions and features I could use. Since there was already a state created to check if the blob was on the ground (blob3.onGround), I created an if statement in the draw function, so whenever the blob was in the air, it would change the fill colour of the platform, and when it was back on the ground, it would change back. I also used the p5.js set colour names and changed them depending if it collided well with the other colours or not. I tested the "darkpurple", which turned out not be a part of the set colour names. In the drawBlobCircle(b), I created another if statement so that when the blob was on the ground (b.onGround), it would change the colour to blue, and if it was off the ground, it would turn red. Used both RGB codes and p5.js set colour names for the colours.

Commit 81074c9

k262huan-uw committed last week

background change 3

⦚ main   1 parent 4d34983 commit 81074c9

1 file changed +7 -5 lines changed

⌄ sketch.js

```
@@ -63,7 +63,11 @@ function setup() {
63  63        }
64  64
65  65        function draw() {
66      -       background(240);
        66  +     if (blob3.onGround) {
        67  +       background("lightblue");
        68  +     } else {
        69  +       background("black");
        70  +     }
67  71
68  72        // --- Draw all platforms ---
69  73        fill(200);
```

```
@@ -155,11 +159,9 @@ function overlap(a, b) {
155  159      // Draws the blob using Perlin noise for a soft, breathing effect
156  160      function drawBlobCircle(b) {
157  161        if (b.onGround) {
158      -         fill(20, 120, 255); // stays blue when on ground
159      -         background("blue");
         162  +       fill("blue"); // blob stays blue when on the ground
160  163        } else {
161      -         fill(255, 60, 60); // turns red in air
162      -         background("black");
         164  +       fill("red"); // turns blob red in air
163  165        }
164  166        beginShape();
165  167
```

For the background, I used the set [p5.js](#) background colour to "teal," but it did not fit the theme, so I used a colour picker online to choose a colour that fit better.

Commit 8d9c5bb

k262huan-uw committed last week

dif background colour

⦚ main   1 parent a55b3f6 commit 8d9c5bb

1 file changed +1 -1 lines changed

⌄ sketch.js

```
@@ -64,7 +64,7 @@ function setup() {
64  64
65  65        function draw() {
66  66          if (blob3.onGround) {
67      -         background("teal"); // background turns teal when blob is on ground
        67  +       background(150, 236, 250); // background turns teal when blob is on ground
68  68          fill("green"); // makes platform green
69  69          } else {
70  70            background("black"); // background turns black when blob is in air
```

Since there was already a set radius in the visual properties, I thought I could change it to 12 when the blob was in the air by using blob3.r. However, it didn't work, and the sizing stayed the same, so I added blob3.r = 26 in the first state with the fill("blue") to see if there would be changes, but when I tested it, both states stayed the same radius.

```
160   160      // Draws the blob using Perlin noise for a soft, breathing effect
161   161      function drawBlobCircle(b) {
162   162        if (b.onGround) {
163   163          fill("blue"); // blob stays blue when on the ground
164   164        } else {
165   165          fill("red"); // turns blob red in air
      166   +       blob3.r = 12; // changes blob size in air
166   167        }
```

When blob3.r didn't work, I decided to create a new variable and change the b.r in the const r for the radius calculation to blobR to make the blob's radius change when it was in the air or on the ground.

```
160   160      // Draws the blob using Perlin noise for a soft, breathing effect
161   161      function drawBlobCircle(b) {
162   162        let blobR;
163   163        if (b.onGround) {
164   164          fill("blue"); // blob stays blue when on the ground
165   165          blobR = 26; // original blob size
166   166        } else {
167   167          fill("red"); // turns blob red in air
168   168          blobR = 12; // changes blob size in air
169   169        }
170   170        beginShape();
171   171
172   172        for (let i = 0; i < b.points; i++) {
173   173          const a = (i / b.points) * TAU;
174   174
175   175          // Noise-based radius offset
176   176          const n = noise(
177   177            cos(a) * b.wobbleFreq + 100,
178   178            sin(a) * b.wobbleFreq + 100,
179   179            b.t,
180   180          );
181   181
182           -     const r = b.r + map(n, 0, 1, -b.wobble, b.wobble);
      182   +       const r = blobR + map(n, 0, 1, -b.wobble, b.wobble);
183   183
```

Every time I made a change, I submitted the commitment to see if the change would reflect on the live server. It includes changing the background colours, updating the README.md, colours, platform colours, and the blob size.

Entry Header

Name: Katrina Huang

Role(s): Designer

Primary responsibility for this work: Changed colours based on the environment/emotion I wanted to show.

Goal of Work Session

During this phase, I updated the blob's movement and environment to express the emotions of relaxation and panic.

GenAI Documentation

No GenAI used for this task.

Summary of Process (Human + Tool)

Did testing and revision by committing my changes and checking the live server.

Decision Points & Trade-offs

Had to decide which colours would fit the theme of the emotions better. Tried the colour orange for the platforms when the blob was in the air, it seemed like it didn't fit the emotion properly, which is why I tried to change it to a dark purple. Tested fill("darkpurple") to see if a colour would show up; when it didn't, I searched up a colour picker and copied the RGB code, and it fit the emotion better.

Verification & Judgement

I evaluated whether my change was appropriate by comparing it to how I would feel in both panicked and relaxed environments, and using popular representations of relaxed and panicked environments.

Limitations, Dead Ends, or Open Questions

● fill("darkpurple") is not a properly named colour in p5.js