

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

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, platform colours, and the blob size.

Commits on Jan 26, 2026		
Update README.md	2ae0e7	
blob	8484594	
blob size	eceec0e	
blob size	ebcdcc4	
blob size	3ca50b3	
blob size	70ea532	
updated readme	b155dac	
diff background colour	8d9c5bb	
comments + platform	a55b3f6	
platform colour	1abc0ca	
platform colours	8574186	
background change 3	81074c9	
background 2	4d34983	
background instead of fill	8371f53	
background colour	d6a0122	
Commits on Jan 25, 2026		
blob turns red in air	27444c3	

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