

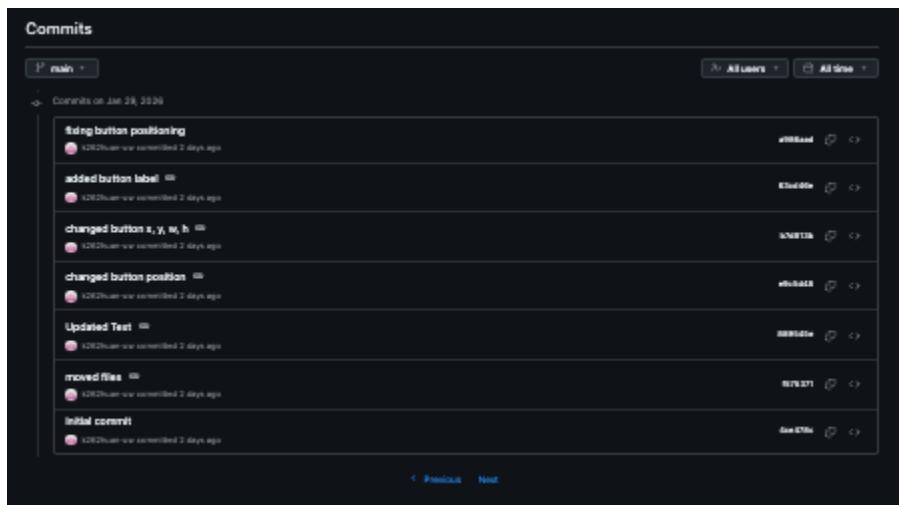
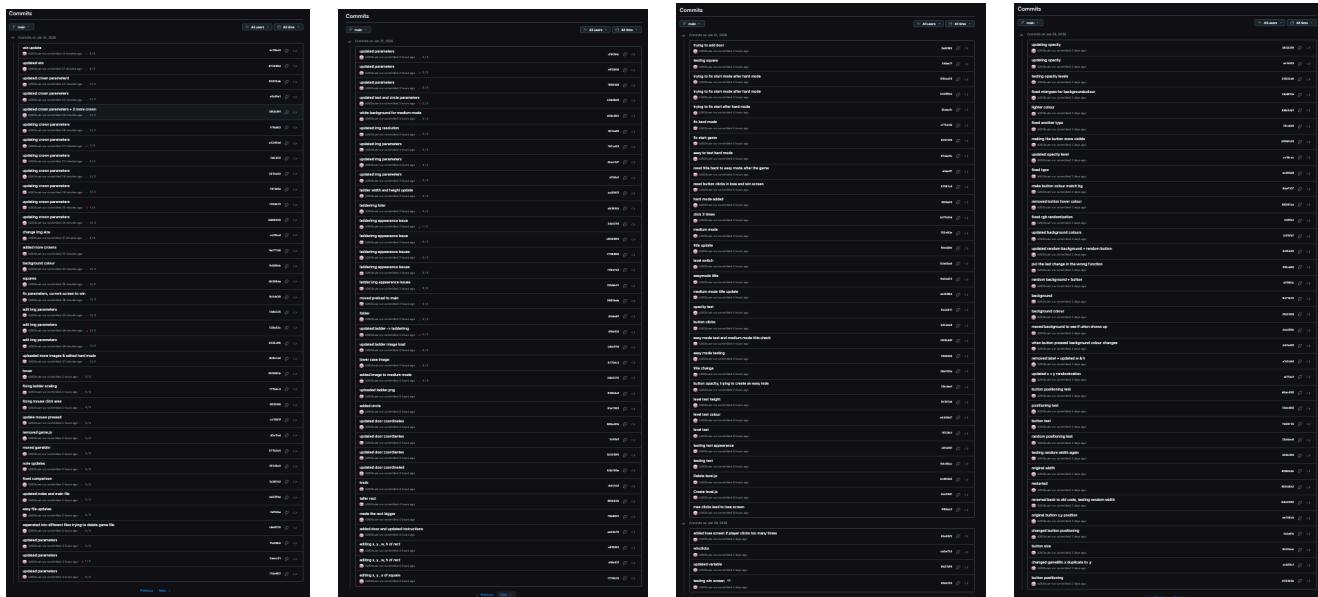
Process & Decision Documentation

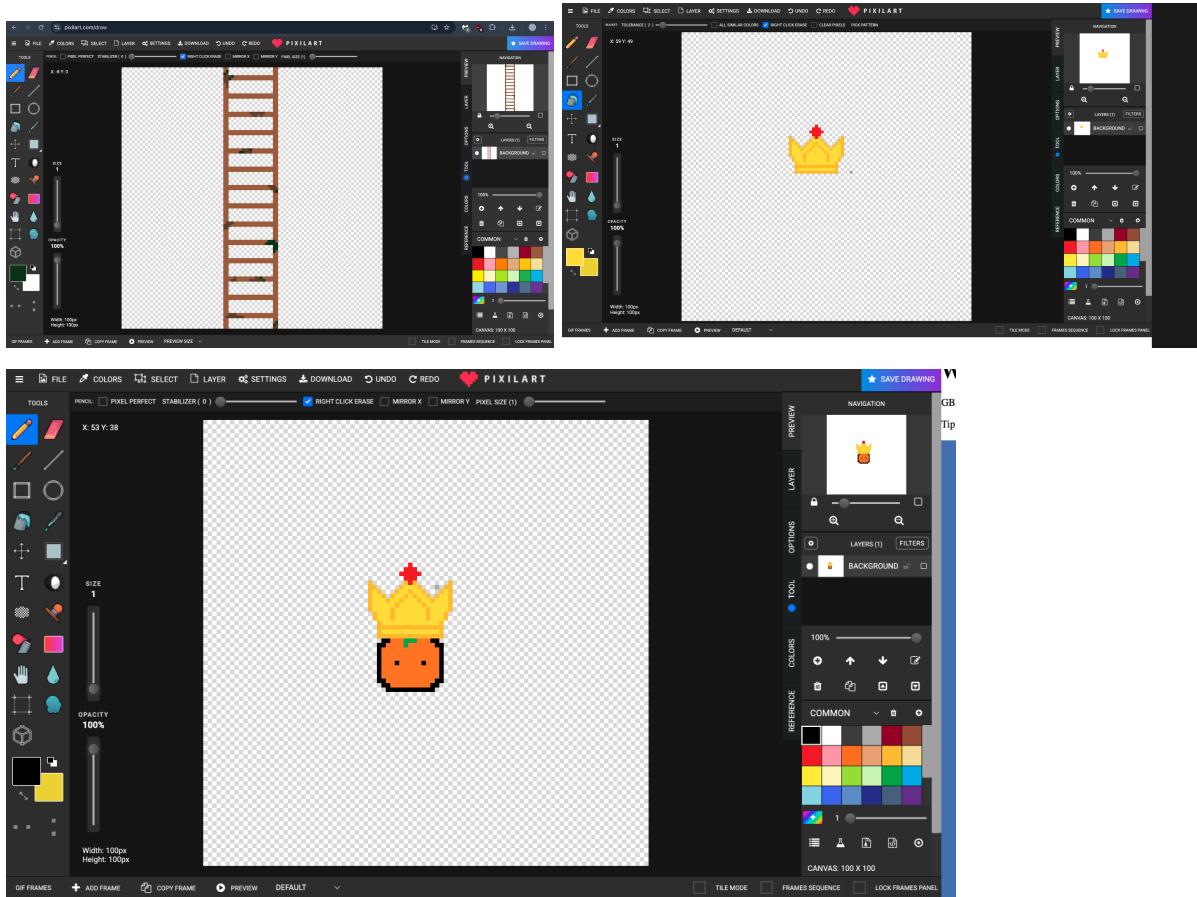
Project/Assignment Decisions

The decisions I made were to split the 3 game mode sections, easy, medium, and hard,d into 3 JavaScript files. I made this decision to make it easier to work on each section of the game; in the end, it made it easier to keep track of what I wanted to display on each game mode section.

Role-Based Process Evidence

Made commitments 161 times. The commitments include mostly debugging, updating parameters, and testing. Included screenshots of creating graphics.





Commit f230b72

k262huan-uw committed 5 days ago · 1 / 3

[Browse files](#)

updating crown parameters

main

1 file changed +2 -2 lines changed

```

hard.js
13 00 -13,8 +13,8 @@ function drawHard() {
13 13     image(crownImg, 280, 280, 50, 50); // click to win
14 14     image(crownImg, 600, 500, 100, 100);
15 15     image(crownImg, 350, 330, 300, 300);
16 -     image(crownImg, 550, 600, 505, 505);
17 -     image(crownImg, 100, 750, 120, 120);
16 +     image(crownImg, 550, 400, 505, 505);
17 +     image(crownImg, 100, 450, 120, 120);
18 18 }
19 19
20 20     function hardMousePressed() {

```

Search within code

The screenshot shows a GitHub pull request interface. At the top, there are four tabs for different files: 'easy.js', 'hard.js', 'medium.js', and 'game.js'. Each tab has a code editor with syntax highlighting and line numbers. The 'easy.js' tab shows code for drawing text in 'EASY MODE'. The 'hard.js' tab shows code for drawing text in 'HARD MODE' and includes a condition for a mouse click. The 'medium.js' tab shows code for drawing text in 'The White Room'. The 'game.js' tab shows a more complex script involving button clicks and state variables like 'titleMedium' and 'titleHard'.

```

easy.js
1  T @@ -28,7 +28,7 @@ function draweasy() {
2  28   fill(0); // black text
3  29   textSize(32);
4  30   textAlign(CENTER, CENTER);
5  31   - text("Find Me - EASY MODE", width / 2, 160);
6  32   + text("Find Button", width / 2, 160);
7  33   25   textSize(32);
8  34   26   text("Find the button 3 times to unlock the door.", width / 2, 210);
9  35   1
10 36
11 37 hard.js
12 3  @@ -5,7 +5,7 @@ function drawhard() {
13 4   fill(0); // black text
14 5   textSize(32);
15 6   textAlign(CENTER, CENTER);
16 7   + text("Find Me - HARD MODE", width / 2, 160);
17 8   + text("Find Crown", width / 2, 160);
18 9   10   textSize(16);
19 11   12   text("Look for the crown to find...", width / 2, 210);
20 13   14   @@ -16,7 +14,7 @@ function drawhard() {
21 14   15   16   17   18   19   20
22 16   17   18   19   20
23 17   18   19   20
24 18   19   20
25 19   20
26 20
27 21
28 22
29 23
30 24
31 25
32 26
33 27
34 28
35 29
36 30
37 31
38 32
39 33
40 34
41 35
42 36
43 37
44 38
45 39
46 30
47 31
48 32
49 33
50 34
51 35
52 36
53 37
54 38
55 39
56 30
57 31
58 32
59 33
60 34
61 35
62 36
63 37
64 38
65 39
66 30
67 31
68 32
69 33
70 34
71 35
72 36
73 37
74 38
75 39
76 30
77 31
78 32
79 33
80 34
81 35
82 36
83 37
84 38
85 39
86 30
87 31
88 32
89 33
90 34
91 35
92 36
93 37
94 38
95 39
96 30
97 31
98 32
99 33
100 34
101 35
102 36
103 37
104 38
105 39
106 30
107 31
108 32
109 33
110 34
111 35
112 36
113 37
114 38
115 39
116 30
117 31
118 32
119 33
120 34
121 35
122 36
123 37
124 38
125 39
126 30
127 31
128 32
129 33
130 34
131 35
132 36
133 37
134 38
135 39
136 30
137 31
138 32
139 33
140 34
141 35
142 36
143 37
144 38
145 39
146 30
147 31
148 32
149 33
150 34
151 35
152 36
153 37
154 38
155 39
156 30
157 31
158 32
159 33
160 34
161 35
162 36
163 37
164 38
165 39
166 30
167 31
168 32
169 33
170 34
171 35
172 36
173 37
174 38
175 39
176 30
177 31
178 32
179 33
180 34
181 35
182 36
183 37
184 38
185 39
186 30
187 31
188 32
189 33
190 34
191 35
192 36
193 37
194 38
195 39
196 30
197 31
198 32
199 33
200 34
201 35
202 36
203 37
204 38
205 39
206 30
207 31
208 32
209 33
210 34
211 35
212 36
213 37
214 38
215 39
216 30
217 31
218 32
219 33
220 34
221 35
222 36
223 37
224 38
225 39
226 30
227 31
228 32
229 33
230 34
231 35
232 36
233 37
234 38
235 39
236 30
237 31
238 32
239 33
240 34
241 35
242 36
243 37
244 38
245 39
246 30
247 31
248 32
249 33
250 34
251 35
252 36
253 37
254 38
255 39
256 30
257 31
258 32
259 33
260 34
261 35
262 36
263 37
264 38
265 39
266 30
267 31
268 32
269 33
270 34
271 35
272 36
273 37
274 38
275 39
276 30
277 31
278 32
279 33
280 34
281 35
282 36
283 37
284 38
285 39
286 30
287 31
288 32
289 33
290 34
291 35
292 36
293 37
294 38
295 39
296 30
297 31
298 32
299 33
300 34
301 35
302 36
303 37
304 38
305 39
306 30
307 31
308 32
309 33
310 34
311 35
312 36
313 37
314 38
315 39
316 30
317 31
318 32
319 33
320 34
321 35
322 36
323 37
324 38
325 39
326 30
327 31
328 32
329 33
330 34
331 35
332 36
333 37
334 38
335 39
336 30
337 31
338 32
339 33
340 34
341 35
342 36
343 37
344 38
345 39
346 30
347 31
348 32
349 33
350 34
351 35
352 36
353 37
354 38
355 39
356 30
357 31
358 32
359 33
360 34
361 35
362 36
363 37
364 38
365 39
366 30
367 31
368 32
369 33
370 34
371 35
372 36
373 37
374 38
375 39
376 30
377 31
378 32
379 33
380 34
381 35
382 36
383 37
384 38
385 39
386 30
387 31
388 32
389 33
390 34
391 35
392 36
393 37
394 38
395 39
396 30
397 31
398 32
399 33
400 34
401 35
402 36
403 37
404 38
405 39
406 30
407 31
408 32
409 33
410 34
411 35
412 36
413 37
414 38
415 39
416 30
417 31
418 32
419 33
420 34
421 35
422 36
423 37
424 38
425 39
426 30
427 31
428 32
429 33
430 34
431 35
432 36
433 37
434 38
435 39
436 30
437 31
438 32
439 33
440 34
441 35
442 36
443 37
444 38
445 39
446 30
447 31
448 32
449 33
450 34
451 35
452 36
453 37
454 38
455 39
456 30
457 31
458 32
459 33
460 34
461 35
462 36
463 37
464 38
465 39
466 30
467 31
468 32
469 33
470 34
471 35
472 36
473 37
474 38
475 39
476 30
477 31
478 32
479 33
480 34
481 35
482 36
483 37
484 38
485 39
486 30
487 31
488 32
489 33
490 34
491 35
492 36
493 37
494 38
495 39
496 30
497 31
498 32
499 33
500 34
501 35
502 36
503 37
504 38
505 39
506 30
507 31
508 32
509 33
510 34
511 35
512 36
513 37
514 38
515 39
516 30
517 31
518 32
519 33
520 34
521 35
522 36
523 37
524 38
525 39
526 30
527 31
528 32
529 33
530 34
531 35
532 36
533 37
534 38
535 39
536 30
537 31
538 32
539 33
540 34
541 35
542 36
543 37
544 38
545 39
546 30
547 31
548 32
549 33
550 34
551 35
552 36
553 37
554 38
555 39
556 30
557 31
558 32
559 33
560 34
561 35
562 36
563 37
564 38
565 39
566 30
567 31
568 32
569 33
570 34
571 35
572 36
573 37
574 38
575 39
576 30
577 31
578 32
579 33
580 34
581 35
582 36
583 37
584 38
585 39
586 30
587 31
588 32
589 33
590 34
591 35
592 36
593 37
594 38
595 39
596 30
597 31
598 32
599 33
600 34
601 35
602 36
603 37
604 38
605 39
606 30
607 31
608 32
609 33
610 34
611 35
612 36
613 37
614 38
615 39
616 30
617 31
618 32
619 33
620 34
621 35
622 36
623 37
624 38
625 39
626 30
627 31
628 32
629 33
630 34
631 35
632 36
633 37
634 38
635 39
636 30
637 31
638 32
639 33
640 34
641 35
642 36
643 37
644 38
645 39
646 30
647 31
648 32
649 33
650 34
651 35
652 36
653 37
654 38
655 39
656 30
657 31
658 32
659 33
660 34
661 35
662 36
663 37
664 38
665 39
666 30
667 31
668 32
669 33
670 34
671 35
672 36
673 37
674 38
675 39
676 30
677 31
678 32
679 33
680 34
681 35
682 36
683 37
684 38
685 39
686 30
687 31
688 32
689 33
690 34
691 35
692 36
693 37
694 38
695 39
696 30
697 31
698 32
699 33
700 34
701 35
702 36
703 37
704 38
705 39
706 30
707 31
708 32
709 33
710 34
711 35
712 36
713 37
714 38
715 39
716 30
717 31
718 32
719 33
720 34
721 35
722 36
723 37
724 38
725 39
726 30
727 31
728 32
729 33
730 34
731 35
732 36
733 37
734 38
735 39
736 30
737 31
738 32
739 33
740 34
741 35
742 36
743 37
744 38
745 39
746 30
747 31
748 32
749 33
750 34
751 35
752 36
753 37
754 38
755 39
756 30
757 31
758 32
759 33
760 34
761 35
762 36
763 37
764 38
765 39
766 30
767 31
768 32
769 33
770 34
771 35
772 36
773 37
774 38
775 39
776 30
777 31
778 32
779 33
780 34
781 35
782 36
783 37
784 38
785 39
786 30
787 31
788 32
789 33
790 34
791 35
792 36
793 37
794 38
795 39
796 30
797 31
798 32
799 33
800 34
801 35
802 36
803 37
804 38
805 39
806 30
807 31
808 32
809 33
810 34
811 35
812 36
813 37
814 38
815 39
816 30
817 31
818 32
819 33
820 34
821 35
822 36
823 37
824 38
825 39
826 30
827 31
828 32
829 33
830 34
831 35
832 36
833 37
834 38
835 39
836 30
837 31
838 32
839 33
840 34
841 35
842 36
843 37
844 38
845 39
846 30
847 31
848 32
849 33
850 34
851 35
852 36
853 37
854 38
855 39
856 30
857 31
858 32
859 33
860 34
861 35
862 36
863 37
864 38
865 39
866 30
867 31
868 32
869 33
870 34
871 35
872 36
873 37
874 38
875 39
876 30
877 31
878 32
879 33
880 34
881 35
882 36
883 37
884 38
885 39
886 30
887 31
888 32
889 33
890 34
891 35
892 36
893 37
894 38
895 39
896 30
897 31
898 32
899 33
900 34
901 35
902 36
903 37
904 38
905 39
906 30
907 31
908 32
909 33
910 34
911 35
912 36
913 37
914 38
915 39
916 30
917 31
918 32
919 33
920 34
921 35
922 36
923 37
924 38
925 39
926 30
927 31
928 32
929 33
930 34
931 35
932 36
933 37
934 38
935 39
936 30
937 31
938 32
939 33
940 34
941 35
942 36
943 37
944 38
945 39
946 30
947 31
948 32
949 33
950 34
951 35
952 36
953 37
954 38
955 39
956 30
957 31
958 32
959 33
960 34
961 35
962 36
963 37
964 38
965 39
966 30
967 31
968 32
969 33
970 34
971 35
972 36
973 37
974 38
975 39
976 30
977 31
978 32
979 33
980 34
981 35
982 36
983 37
984 38
985 39
986 30
987 31
988 32
989 33
990 34
991 35
992 36
993 37
994 38
995 39
996 30
997 31
998 32
999 33
1000 34
1001 35
1002 36
1003 37
1004 38
1005 39
1006 30
1007 31
1008 32
1009 33
1010 34
1011 35
1012 36
1013 37
1014 38
1015 39
1016 30
1017 31
1018 32
1019 33
1020 34
1021 35
1022 36
1023 37
1024 38
1025 39
1026 30
1027 31
1028 32
1029 33
1030 34
1031 35
1032 36
1033 37
1034 38
1035 39
1036 30
1037 31
1038 32
1039 33
1040 34
1041 35
1042 36
1043 37
1044 38
1045 39
1046 30
1047 31
1048 32
1049 33
1050 34
1051 35
1052 36
1053 37
1054 38
1055 39
1056 30
1057 31
1058 32
1059 33
1060 34
1061 35
1062 36
1063 37
1064 38
1065 39
1066 30
1067 31
1068 32
1069 33
1070 34
1071 35
1072 36
1073 37
1074 38
1075 39
1076 30
1077 31
1078 32
1079 33
1080 34
1081 35
1082 36
1083 37
1084 38
1085 39
1086 30
1087 31
1088 32
1089 33
1090 34
1091 35
1092 36
1093 37
1094 38
1095 39
1096 30
1097 31
1098 32
1099 33
1100 34
1101 35
1102 36
1103 37
1104 38
1105 39
1106 30
1107 31
1108 32
1109 33
1110 34
1111 35
1112 36
1113 37
1114 38
1115 39
1116 30
1117 31
1118 32
1119 33
1120 34
1121 35
1122 36
1123 37
1124 38
1125 39
1126 30
1127 31
1128 32
1129 33
1130 34
1131 35
1132 36
1133 37
1134 38
1135 39
1136 30
1137 31
1138 32
1139 33
1140 34
1141 35
1142 36
1143 37
1144 38
1145 39
1146 30
1147 31
1148 32
1149 33
1150 34
1151 35
1152 36
1153 37
1154 38
1155 39
1156 30
1157 31
1158 32
1159 33
1160 34
1161 35
1162 36
1163 37
1164 38
1165 39
1166 30
1167 31
1168 32
1169 33
1170 34
1171 35
1172 36
1173 37
1174 38
1175 39
1176 30
1177 31
1178 32
1179 33
1180 34
1181 35
1182 36
1183 37
1184 38
1185 39
1186 30
1187 31
1188 32
1189 33
1190 34
1191 35
1192 36
1193 37
1194 38
1195 39
1196 30
1197 31
1198 32
1199 33
1200 34
1201 35
1202 36
1203 37
1204 38
1205 39
1206 30
1207 31
1208 32
1209 33
1210 34
1211 35
1212 36
1213 37
1214 38
1215 39
1216 30
1217 31
1218 32
1219 33
1220 34
1221 35
1222 36
1223 37
1224 38
1225 39
1226 30
1227 31
1228 32
1229 33
1230 34
1231 35
1232 36
1233 37
1234 38
1235 39
1236 30
1237 31
1238 32
1239 33
1240 34
1241 35
1242 36
1243 37
1244 38
1245 39
1246 30
1247 31
1248 32
1249 33
1250 34
1251 35
1252 36
1253 37
1254 38
1255 39
1256 30
1257 31
1258 32
1259 33
1260 34
1261 35
1262 36
1263 37
1264 38
1265 39
1266 30
1267 31
1268 32
1269 33
1270 34
1271 35
1272 36
1273 37
1274 38
1275 39
1276 30
1277 31
1278 32
1279 33
1280 34
1281 35
1282 36
1283 37
1284 38
1285 39
1286 30
1287 31
1288 32
1289 33
1290 34
1291 35
1292 36
1293 37
1294 38
1295 39
1296 30
1297 31
1298 32
1299 33
1300 34
1301 35
1302 36
1303 37
1304 38
1305 39
1306 30
1307 31
1308 32
1309 33
1310 34
1311 35
1312 36
1313 37
1314 38
1315 39
1316 30
1317 31
1318 32
1319 33
1320 34
1321 35
1322 36
1323 37
1324 38
1325 39
1326 30
1327 31
1328 32
1329 33
1330 34
1331 35
1332 36
1333 37
1334 38
1335 39
1336 30
1337 31
1338 32
1339 33
1340 34
1341 35
1342 36
1343 37
1344 38
1345 39
1346 30
1347 31
1348 32
1349 33
1350 34
1351 35
1352 36
1353 37
1354 38
1355 39
1356 30
1357 31
1358 32
1359 33
1360 34
1361 35
1362 36
1363 37
1364 38
1365 39
1366 30
1367 31
1368 32
1369 33
1370 34
1371 35
1372 36
1373 37
1374 38
1375 39
1376 30
1377 31
1378 32
1379 33
1380 34
1381 35
1382 36
1383 37
1384 38
1385 39
1386 30
1387 31
1388 32
1389 33
1390 34
1391 35
1392 36
1393 37
1394 38
1395 39
1396 30
1397 31
1398 32
1399 33
1400 34
1401 35
1402 36
1403 37
1404 38
1405 39
1406 30
1407 31
1408 32
1409 33
1410 34
1411 35
1412 36
1413 37
1414 38
1415 39
1416 30
1417 31
1418 32
1419 33
1420 34
1421 35
1422 36
1423 37
1424 38
1425 39
1426 30
1427 31
1428 32
1429 33
1430 34
1431 35
1432 36
1433 37
1434 38
1435 39
1436 30
1437 31
1438 32
1439 33
1440 34
1441 35
1442 36
1443 37
1444 38
1445 39
1446 30
1447 31
1448 32
1449 33
1450 34
1451 35
1452 36
1453 37
1454 38
1455 39
1456 30
1457 31
1458 32
1459 33
1460 34
1461 35
1462 36
1463 37
1464 38
1465 39
1466 30
1467 31
1468 32
1469 33
1470 34
1471 35
1472 36
1473 37
1474 38
1475 39
1476 30
1477 31
1478 32
1479 33
1480 34
1481 35
1482 36
1483 37
1484 38
1485 39
1486 30
1487 31
1488 32
1489 33
1490 34
1491 35
1492 36
1493 37
1494 38
1495 39
1496 30
1497 31
1498 32
1499 33
1500
```

If GenAI was used (keep each response as brief as possible):

Date Used: January 31

Tool Disclosure: ChatGPT 5.2

Purpose of Use: I used GenAI to debug my code

Summary of Interaction: Support tool to debug code

Human Decision Point(s): Modified code when I noticed it had the wrong input

Integrity & Verification Note: Used my past knowledge from previous courses and tested if the code worked.

Scope of GenAI Use: Creating graphics, images, shapes

Limitations or Misfires: Debugged the wrong area of code and gave tips that didn't work

Summary of Process (Human + Tool)

- Tested and made updates to the code
- Created graphics
- Debugged code

Decision Points & Trade-offs

- The options I considered were to keep everything on the game page or to split it up into multiple JavaScript files. I decided to split it up into multiple files to make everything easier.
- The options I considered were to use graphics online or create my own. I decided I wanted to create my own for practice to use for future assignments.

Verification & Judgement

I evaluated whether my judgment was appropriate based on the future asks of this course and how it would help me improve my JavaScript skills.

Appendix

Prompt 1:

Why does the start screen freeze when I press the start button? *Attached code*

ChatGPT 5.2:

Ah! I see exactly what's happening — the start screen "freeze" isn't a p5.js problem; it's a logic/load problem in how your mouse clicks are being routed.

Here's why your START button isn't working:

① The `startMousePressed()` coordinates are redefined each draw call

In your `drawStart()` you define:

```
const startBtn = { x: width / 2, y: 320, w: 240, h: 80 };
```

But in `startMousePressed()` you redefine them again. This isn't inherently wrong, but if `startMousePressed()` runs before the mouse is over the button (or `isHover()` fails), it will never change `currentScreen`.

✓ Fix: define `startBtn` and `instrBtn` globally in `start.js` so they are the same object for drawing and hover checks.

② Make sure `isHover()` is called correctly

Right now, in `startMousePressed()`:

```
if (isHover(startBtn)) {  
    currentScreen = "easy";  
}
```

- `isHover()` uses `mouseX` and `mouseY`.
 - Make sure your button coordinates match `rectMode(CENTER)` (which they do).
 - Also, ensure your canvas isn't inside a container that offsets mouse coordinates. If it is, `mouseX/mouseY` might not match the visible button.
-

③ Use global buttons in start.js

```
// start.js

const startBtn = { x: 400, y: 320, w: 240, h: 80, label: "START" };

const instrBtn = { x: 400, y: 430, w: 240, h: 80, label: "INSTRUCTIONS" };

function drawStart() {
    background(180, 225, 220);
    fill(30,50,60);
    textSize(46);
    textAlign(CENTER, CENTER);
    text("Win or Lose", width/2, 180);

    drawButton(startBtn);
    drawButton(instrBtn);

    cursor(isHover(startBtn) || isHover(instrBtn) ? HAND : ARROW);
}

function startMousePressed() {
    if (isHover(startBtn)) {
```

```
currentScreen = "easy"; // This switches screens  
} else if (isHover(instrBtn)) {  
    currentScreen = "instr";  
}  
}
```

Now the same objects are used for drawing and hover detection. This eliminates a common “button doesn’t respond” bug.

④ Make sure `easy.js` exists

`main.js` routes to `drawEasy()` when `currentScreen === "easy"`. If `drawEasy()` is missing or has an error, it looks like the screen froze.

For testing, make a minimal `easy.js`:

```
function drawEasy() {  
    background(200);  
    textSize(32);  
    textAlign(CENTER, CENTER);  
    text("Easy Mode", width/2, height/2);  
}  
  
function easyMousePressed() {  
    console.log("Clicked in easy");  
}
```

If this works, then the start button is functional and the problem was in your `drawEasy()` logic.

If you want, I can rewrite a ready-to-drop start.js + easy.js pair that fixes the freeze and will let you transition smoothly to Easy → Medium.

Do you want me to do that?

Prompt 2:

My code is still stuck on the start screen *Attached code*

ChatGPT 5.2:

You're stuck because **your easy screen is constantly forcing the screen state back**, and your click logic is wrong.

Here are the **only two problems** and the **exact fixes**.

✖ PROBLEM 1: You reset the screen every frame

This line **locks you on easy forever**:

```
currentScreen = "easy";
```

`drawEasy()` runs **every frame**, so even if you change screens on click, it immediately snaps back.

✓ FIX

DELETE this line from `drawEasy()`

```
currentScreen = "easy";
```

Screens should change **only in mouse/keyboard handlers**, never inside draw functions.

✗ PROBLEM 2: Your click condition is backwards

You wrote:

```
if (easyClicks < 3) {  
    easyClicks = 0;  
    currentScreen = "medium";  
}
```

That means:

- On **first click**, `easyClicks === 1`
- `1 < 3 → true`
- It immediately jumps (or breaks logic)

You want **3 clicks**, not less than 3.

✓ FIX

Change it to:

```
if (easyClicks >= 3) {  
    easyClicks = 0;  
    currentScreen = "medium";  
}
```

FINAL corrected `easyMousePressed()`

```
function easyMousePressed() {  
  if (isHover(gameBtn)) {  
    easyClicks++;  
    randomButton();  
    randomBg = color(random(255), random(255), random(255));  
  
    if (easyClicks >= 3) {  
      easyClicks = 0;  
      currentScreen = "medium";  
    }  
  }  
}
```

FINAL rule (important)

- `drawEasy()` → **draw only**
- `easyMousePressed()` → **change screens**
- **Never** set `currentScreen` inside a draw function

If you want, I can next:

- wire up `medium` → `hard`
- add clickable ladder / hole
- sanity-check `main.js` screen switching

Prompt 3:

After the win screen, when I press start again it goes straight to hardmode. How do I fix this?

ChatGPT 5.2:

Ah! I see exactly what's happening. The problem is that your mode flags (`titleEasy`, `titleMedium`, `titleHard`) aren't being reset properly when the game restarts.

Right now, when you win and start again:

- `buttonClicks` is reset to 0
- But `titleHard` (or `titleMedium`) may still be `true` from the previous round
- Your `drawGame()` function checks the flags in this order:

```
if (titleEasy) { ... }  
if (titleMedium) { ... }  
if (titleHard) { ... }
```

Because `titleHard` is still `true` from last time, Hard mode is drawn immediately, even though `buttonClicks` is 0.

How to fix it

You need to **reset all mode flags when the game starts**, like this:

```
function startGame() {  
    currentScreen = "game";  
  
    // Reset counters  
    buttonClicks = 0;
```

```
totalClicks = 0;  
  
levelText = false;  
  
// Reset mode flags to Easy  
titleEasy = true;  
titleMedium = false;  
titleHard = false;  
  
// Reset button opacity  
opac = 120;  
}
```

Then, instead of just setting `currentScreen` = "game" when pressing Start, call:
`startGame();`

Additional fixes

1. Remove this line from `drawGame()`:

```
let titleMedium = false;  
let titleHard = false;
```

Right now, you are **declaring local variables inside `drawGame()`**, which are shadowing the global flags. That's why some modes behave weirdly. Use the global variables only.

2. Make your mode logic based on `buttonClicks` **only** inside `gameMousePressed()` — don't touch them in `drawGame()`.

Summary:

- Global flags (`titleEasy`, `titleMedium`, `titleHard`) must be reset when starting a new game.
 - Don't declare local variables with the same names inside `drawGame()`.
 - Use `buttonClicks` to update the flags.
-

If you want, I can rewrite your `gameMousePressed()` and `drawGame()` so that **Easy → Medium → Hard works perfectly** and it always starts in Easy mode after restarting.

Do you want me to do that?

Prompt 4:

Is the button opacity fine? *Attached code*

ChatGPT 5.2:

Ah — I see exactly what's happening with your button opacity. Right now you have:

```
fill(buttonOpacity(10));
```

The problem is **the opacity is extremely low**. In p5.js, the alpha (opacity) value ranges **0–255**, where 0 is fully transparent and 255 is fully opaque. You're using **10**, which is basically invisible. That's why the button is almost impossible to see.

How to fix it:

If you want the button to **match the background color but still be visible**, use a higher alpha, like **150–200**:

```
fill(buttonOpacity(180)); // much more visible
```

And your `buttonOpacity()` function is fine:

```
function buttonOpacity(opacity) {  
    return color(  
        red(randomBg) * 0.5, // darker than background  
        green(randomBg) * 0.5,  
        blue(randomBg) * 0.5,  
        opacity // controls transparency  
    );  
}
```

So basically:

- Keep the RGB multiplication (`* 0.5`) so the button is slightly darker than the background.
- Increase the alpha to **150–200** so the button is actually visible.

If you want, I can rewrite your `drawGameButton()` so the **opacity changes depending on difficulty** automatically, e.g., easy = 200, medium = 120, hard = 50.

Do you want me to do that?

Prompt 5:

Is my code making the GitHub page stuck on the loading screen? *Attached code*

ChatGPT 5.2:

Ah — I can already spot a **major reason your GitHub Pages canvas stays stuck on “Loading...”** just from this `main.js`:

1. You're loading an invalid image

```
crownImg = loadImage("libraries/images/.png");
```

- There is **no filename** before `.png`.
- p5.js **throws an error** when `loadImage()` can't find a file, and this **stops the sketch from running** → canvas never appears → “Loading...” stays forever.

✓ Fix this:

```
crownImg = loadImage("libraries/images/crown.png"); // actual filename
```

- Make sure the file exists in that exact path.
 - GitHub Pages is **case-sensitive**: `Crown.png` ≠ `crown.png`.
-

2. Optional: handle missing images safely

For testing, you can **comment out** `crownImg` temporarily to confirm the canvas loads:

```
// crownImg = loadImage("libraries/images/crown.png");
```

- If the canvas loads now, the problem is definitely that missing image.
-

3. Other image paths

Check all other `loadImage()` calls:

```
ladderImg = loadImage("libraries/images/ladder.png");
```

```
orangeImg = loadImage("libraries/images/orange.png");
```

- Make sure all these files exist at **exact case-sensitive paths**.
- Any missing file will freeze p5.js during `preload()`.

4. Preload must finish before setup()

- p5.js waits for preload() to finish.
 - If an image fails to load, `setup()` never runs, and the canvas never initializes.
-

5. Next step

After fixing the filename:

1. Push changes to GitHub.
 2. Refresh your GitHub Pages URL with a **hard refresh** (Ctrl+Shift+R / Cmd+Shift+R).
 3. You should see your canvas now.
-

 **Tip:** For debugging, you can wrap `loadImage()` in a try/catch with `console.log` to see which file is missing:

```
function preload() {  
  try { ladderImg = loadImage("libraries/images/ladder.png"); }  
  catch (e) { console.error("ladderImg failed", e); }  
  
  try { crownImg = loadImage("libraries/images/crown.png"); }  
  catch (e) { console.error("crownImg failed", e); }  
  
  try { orangeImg = loadImage("libraries/images/orange.png"); }  
  catch (e) { console.error("orangeImg failed", e); }  
}
```

If you want, I can rewrite your `preload()` safely so that even if an image is missing, the game still loads and shows a placeholder — this will stop “Loading...” forever on GitHub Pages.

Do you want me to do that?

Prompt 6:

Give me the hitboxes for each crown. In the PNGs, the size is 100x100, but the actual coordinates of where the crown is are from x38 to x56 and y 33 and y49.

```
image(crownImg, 400, 500, 100, 100);
image(crownImg, 0, 400, 505, 505);
image(crownImg, 0, 100, 100, 100);
image(crownImg, 100, 0, 700, 700);
image(crownImg, 500, 340, 505, 505);
```

ChatGPT 5.2:

Here are **simple hitboxes** for each of those crowns.

If the player clicks **any of these**, send them to "**lose**".

```
function hardMousePressed() {
    // WIN crown
    if (
        mouseX > 200 && mouseX < 250 &&
        mouseY > 280 && mouseY < 330
    ) {
        currentScreen = "win";
    }
}
```

```

// LOSE crowns

else if (
    // crown at (400, 500, 100, 100)
    (mouseX > 400 && mouseX < 500 && mouseY > 500 && mouseY < 600) ||

    // crown at (0, 400, 505, 505)
    (mouseX > 0 && mouseX < 505 && mouseY > 400 && mouseY < 905) ||

    // crown at (0, 100, 100, 100)
    (mouseX > 0 && mouseX < 100 && mouseY > 100 && mouseY < 200) ||

    // crown at (100, 0, 700, 700)
    (mouseX > 100 && mouseX < 800 && mouseY > 0 && mouseY < 700) ||

    // crown at (500, 340, 505, 505)
    (mouseX > 500 && mouseX < 1005 && mouseY > 340 && mouseY < 845)
)

{
    currentScreen = "lose";
}

}

```

Key rule (remember this forever):

For `image(img, x, y, w, h)`

👉 hitbox is always:

- $x \rightarrow x + w$
- $y \rightarrow y + h$

If you want this **cleaner** or **loop-based later**, I can refactor it — but this works **right now**.

Prompt 7:

How should I separate the [main.js](#) file into 3 different files, like easy, medium, and hard.

Attached code

ChatGPT 5.2:

Great question — this is **exactly** the moment your project turns from “one big sketch” into a *real multi-screen interactive story*. 🎉

You already have the right architecture in [main.js](#). Now we just **lean into it**.



Big idea (important mindset shift)

Right now you’re doing this **inside one screen**:

```
if (titleEasy) { ... }  
if (titleMedium) { ... }  
if (titleHard) { ... }
```

That works, but it’s fighting your system.



Each *mode* becomes its **own screen** with its **own file**.

So you go from this:

game.js

```
|—— Easy mode  
|—— Medium mode  
|—— Hard mode
```

to this:

easy.js

medium.js

hard.js

And you switch between them using:

```
currentScreen = "medium";
```

Step 1: Decide your screens

Based on your story, you probably want:

start

easy

medium

hard

win

lose

So your `currentScreen` values will be strings like:

```
"easy", "medium", "hard"
```



Step 2: Create new files

Create **three new files**:

easy.js

medium.js

hard.js

Make sure they are loaded in `index.html` after `main.js`.



easy.js (Easy Mode screen)

Move **ONLY Easy content here**.

```
function drawEasy() {  
    background(240, 230, 140);  
  
    fill(0);  
    textSize(32);  
    textAlign(CENTER, CENTER);  
    text("Find Me - EASY MODE", width / 2, 160);  
  
    textSize(18);  
    text("Find the button 3 times to unlock the door.", width / 2, 210);  
  
    fill("white");  
    rect(width / 2, 760, 80, 120);  
    fill("black");
```

```
rect(375, 755, 5, 10);

drawGameButton(gameBtn);
cursor(isHover(gameBtn) ? HAND : ARROW);
}

let easyClicks = 0;

function easyMousePressed() {
  if (isHover(gameBtn)) {
    easyClicks++;
    randomButton();

    if (easyClicks === 3) {
      easyClicks = 0;
      currentScreen = "medium"; // 🔥 transition
    }
  }
}
```



medium.js (Decision screen)

This is your **branching moment** — no button clicks needed.

```
const hole = { x: 500, y: 450, r: 75 };
const ladder = { x: 100, y: 280, w: 400, h: 400 };
```

```
function drawMedium() {  
    background(255);  
  
    fill(0);  
    textSize(32);  
    textAlign(CENTER, CENTER);  
    text("The White Room", width / 2, 160);  
  
    textSize(18);  
    text("Two paths lie ahead.", width / 2, 210);  
    text("Climb the ladder or descend into the hole.", width / 2, 235);  
  
    // hole  
    fill(0);  
    circle(hole.x, hole.y, hole.r * 2);  
  
    // ladder  
    image(ladderImg, ladder.x, ladder.y, ladder.w, ladder.h);  
}  
  
function mediumMousePressed() {  
    // HOLE → lose / secret  
    if (dist(mouseX, mouseY, hole.x, hole.y) < hole.r) {  
        currentScreen = "lose";  
    }  
}
```

```
// LADDER → hard mode

if (
    mouseX > ladder.x &&
    mouseX < ladder.x + ladder.w &&
    mouseY > ladder.y &&
    mouseY < ladder.y + ladder.h
) {
    currentScreen = "hard";
}

}
```

🔴 hard.js (Skill challenge)

```
function drawHard() {
    background(50);

    fill(255);
    textSize(32);
    textAlign(CENTER, CENTER);
    text("Find Me - HARD MODE", width / 2, 160);

    textSize(18);
    text("Find the button to win.", width / 2, 210);
```

```
    drawGameButton(gameBtn);  
}  
  
let hardClicks = 0;
```

```
function hardMousePressed() {  
    if (isHover(gameBtn)) {  
        hardClicks++;  
        randomButton();  
  
        if (hardClicks === 1) {  
            currentScreen = "win";  
            hardClicks = 0;  
        }  
    }  
}
```

Step 3: Update `main.js` router

Add these lines:

```
else if (currentScreen === "easy") drawEasy();  
else if (currentScreen === "medium") drawMedium();  
else if (currentScreen === "hard") drawHard();
```

And mouse routing:

```
else if (currentScreen === "easy") easyMousePressed();  
else if (currentScreen === "medium") mediumMousePressed();  
else if (currentScreen === "hard") hardMousePressed();
```

If you want, next I can:

- Help you add a **secret ending**
- Add **visual hover feedback** for ladder/hole

Just say the word 