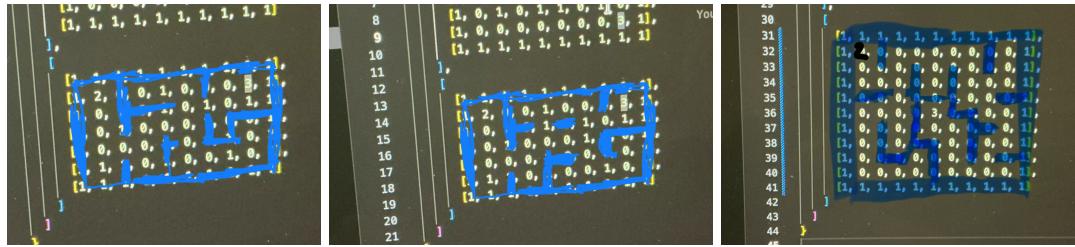


Process & Decision Documentation

Side Quest 4

The change I made was to increase the size of the level. I wanted to test if it would work

Role-Based Process Evidence



```
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        ]
    ]
]
```

You, 14 minutes ago + moved files

```
17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44
```

You, 8 minutes ago + moved files

In level.js, I saw the legend and connected it with the levels.json. On my iPad, I drew out the levels I wanted to create and copied over what I drew onto the arrays. After I added the new levels, I would check on the live server to see if they matched or if I wanted to make any changes. In total, I made 8 commits.

edited README.md	e40125e
updated title and text colour	af33ef3
updated level 4 map walls	c2899df
level 4 creation	67cd4d1
testing if i can make the map levels bigger	6548603
level 3 map	56585f7
moved files inside	dfbb349
Initial commit	b98fc5

Entry Header

Name: Katrina

Role(s): Level Designer/Creator

Primary responsibility for this work: Created 2 levels in the maze game using example 4

Goal of Work Session

I wanted to accomplish creating new levels using arrays in this side quest.

GenAI Documentation

No GenAI used for this task.

Decision Points & Trade-offs

I decided to make the level bigger because I wanted to test if it would work or not, and

Verification & Judgement

- Playtesting