

Process & Decision Documentation

Date used: Feb 2nd

Tool: Claude Opus 4.5

Used for implementation and development

Human decision points: I created the design and imported it using Figma MCP. I monitored when styling was inaccurate to my design and prompted for alterations. I made manual changes to exact values in code

I checked for accuracy by constantly monitoring live server and changes

Scope of GenAI Use: GenAI did not design the interactions, styling, or concept of the Project

Limitations or Misfires: The tool did alignment poorly when translating from Figma to responsive web.

Describe what you did, focusing on process rather than outcome

- Design, creative ideation, layout, interactions

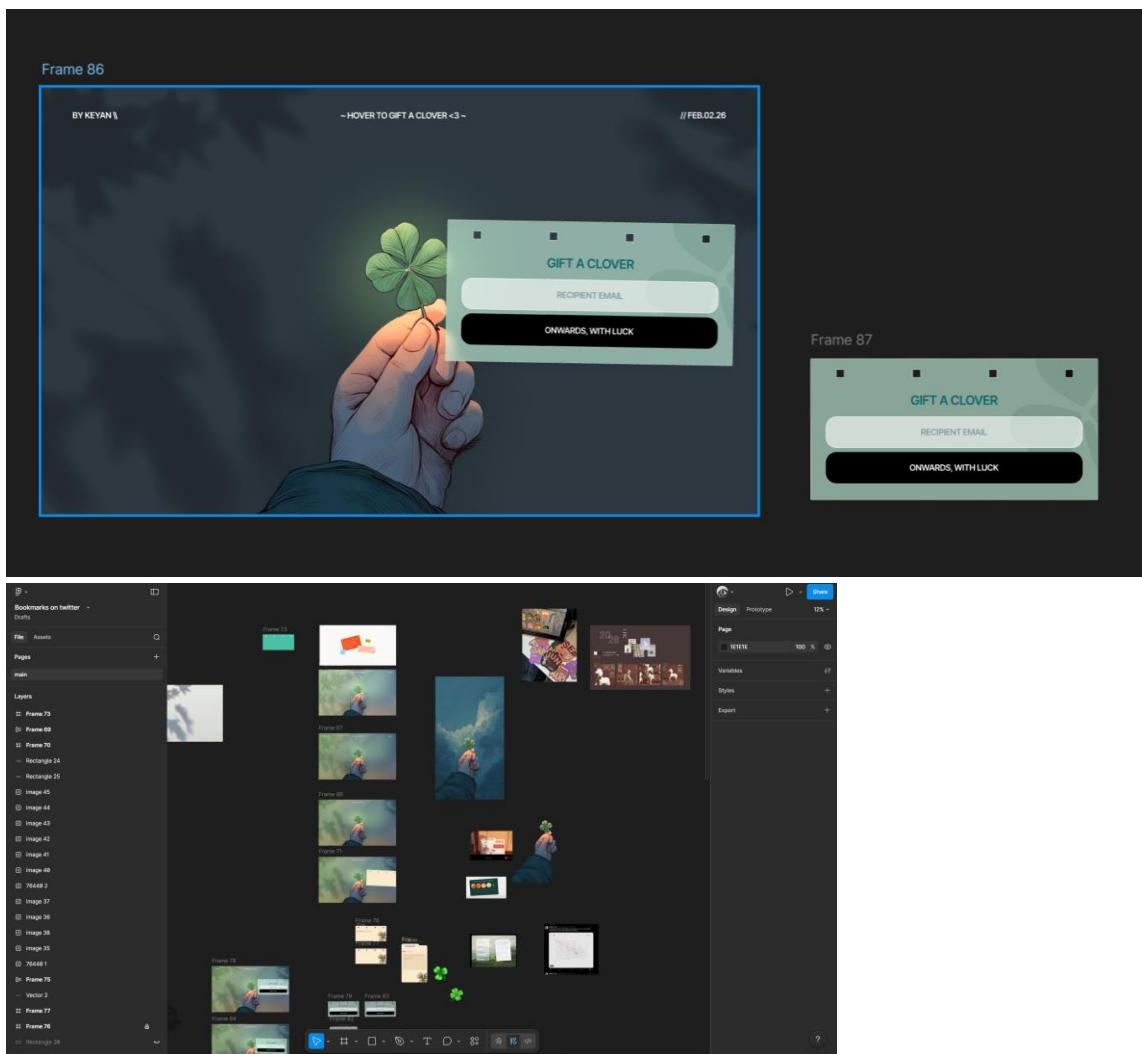
Decision Points & Trade-offs

- I decided to use a “gift a clover” theme and made the UI. I thought of the clover falling interaction. I thought of the flow, and next steps after clicking the button

Limitations, Dead Ends, or Open Questions

- Claude started adding interactions that I didn't ask for which I found frustrating and had to remove
- Claude was not able to add a background-blur in P5JS

Proof of human work:



Appendix (my prompts)

Implement this design from figma using the MCP. Make sure the clover-hand is centered. Enter the card with an ease-in-out when hovering that slides in from the right side. Have particles come from the clover on hover. After clicking the email button, clovers fall in from the sky and the screen says “CLOVER SENT TO [EMAIL]”

Make the clover centered by moving it slightly to the right

add sparkle particles when the clover is hovered that float upwards.

remove clover on card

clover fall is laggy. can you fix?

mkae the top text 12px

make the particles green to match the clover. some are spawning too far to the left

remove right-leaf

move the particle spawn a little bit more to the right