Process & Decision Documentation

Project/Assignment Decisions

I redesigned the blob's movement and environment to communicate nervousness. To achieve this, I increased the frequency of the blob's breathing animation so it feels tense and unstable, along with changing the blob's colour to purple to visually reinforce the anxious mood. I also introduced a simple stealing mechanic so that when the blob touches an object, the object disappears. This interaction supports the idea that the blob behaves impulsively or reactively due to nervousness. Instead of creating a complex system, I chose to keep the mechanic minimal and focused on touch interaction with objects using conditional logic learned in the class coding tutorial.

Role-Based Process Evidence

- Modified the blob's breathing animation by increasing its frequency to create a more nervous visual effect.

```
 9    12
10    13        // Visual properties
11    14        r: 26, // Base radius
12        –     points: 48, // Number of points used to draw the blob
13        –     wobble: 7, // Edge deformation amount
14        –     wobbleFreq: 0.9,
      15    +   points: 50, // Number of points used to draw the blob
      16    +   wobble: 10, // Edge deformation amount
      17    +   wobbleFreq: 0.5,
15    18
16    19        // Time values for breathing animation
17    20        t: 0,
18        –     tSpeed: 0.01,
      21    +   tSpeed: 0.05,
19    22
```

- Changed the blob's colour to purple to reinforce the emotional tone of anxiety.

```
155   187        // Draws the blob using Perlin noise for a soft, breathing effect
156   188        function drawBlobCircle(b) {
157       –        fill(20, 120, 255);
      189   +        fill(120, 0, 255);
158   190        beginShape();
```

- Drew the highest platform and objects on each platform.

```
20   23      // Physics: velocity
21   24      vx: 0, // Horizontal velocity

     @@ -55,11 +58,20 @@ function setup() {
55   58          { x: 120, y: floorY3 - 70, w: 120, h: 12 }, // low step
56   59          { x: 300, y: floorY3 - 120, w: 90, h: 12 }, // mid step
57   60          { x: 440, y: floorY3 - 180, w: 130, h: 12 }, // high step
     61  +        { x: 280, y: floorY3 - 250, w: 80, h: 12 }, // highest step
58   62          { x: 520, y: floorY3 - 70, w: 90, h: 12 }, // return ramp
59   63      ];
60   64
61   65      // Start the blob resting on the floor
62   66      blob3.y = floorY3 - blob3.r - 1;
     67  +
     68  +  // Create items to steal
     69  +  items = [
     70  +      { x: 180, y: floorY3 - 90, r: 10 }, // on low step
     71  +      { x: 345, y: floorY3 - 140, r: 10 }, // on mid step
     72  +      { x: 505, y: floorY3 - 200, r: 10 }, // on high step
     73  +      { x: 320, y: floorY3 - 270, r: 10 }, // on highest step
     74  +  ];
63   75  }
64   76
65   77  function draw() {

     @@ -71,6 +83,22 @@ function draw() {
71   83          rect(p.x, p.y, p.w, p.h);
72   84      }
73   85
     86  +  // Draw all items
     87  +  fill(255, 180, 0);
     88  +  for (let item of items) {
     89  +      ellipse(item.x, item.y, item.r * 2);
     90  +  }
```

- Implemented collision detection using an if statement to check when the blob touches an object.
- Used array.splice() to remove objects from the array when they are touched.

```
     91  +
     92  +  // Check if player steals an item
     93  +  for (let i = items.length - 1; i >= 0; i--) {
     94  +      let d = dist(blob3.x, blob3.y, items[i].x, items[i].y);
     95  +
     96  +      // If thief touches item = steal it
     97  +      if (d < blob3.r + items[i].r) {
     98  +          items.splice(i, 1); // remove stolen item
     99  +      }
    100  +  }
    101  +
```

- Tested the mechanic many times to ensure objects were properly removed without causing errors in the loop.
- Debugged image loading issues by restructuring preload() into main.js and separating asset loading from screen files.
- IterativelyAdjusted animation timing and movement to balance visual and emotional expression.

See appendix & commit history

Entry Header

Name: Kaitlyn Subcharoen

Primary responsibility for this work: Complete side quest

Goal of Work Session
The goal of this work session was to redesign the blob's movement and environment to express nervousness. I changed the frequency of the blob's breathing animation to make it feel more tense and unstable and updated its colour to purple to visually communicate anxiety. I also added a simple mechanic that allows the blob to steal objects when it touches them by checking whether the blob is colliding with an object and then removing stolen objects from the array when they are touched (stolen).

Tools, Resources, or Inputs Used
- p5.js
- Coding example3 week2
- Lecture notes
- Self-playtesting
- YouTube Video [1]

GenAI Documentation

No GenAI used for this task

Citation
[1] The Coding Train. 2015. 7.7:Deleting Objects Using splice() - p5.js Tutorial. (9 October 2015). Retrieved Jan 23, 2026 from
https://www.youtube.com/watch?v=HXOD_XDA-KU