

# Process & Decision Documentation

## Project/Assignment Decisions

### *Goal of Work Session*

Redesign the blob's movement and environment to express nervousness by changing frequency of blob animation (breathing) and the colour to purple. I also add a simple mechanic that allow the blob to steal objects when it touches them. This mechanic use if statement to check whether the blob touches an object and array.splice() to remove stolen objects from the array when they're touched (stolen).

### Tools, Resources, or Inputs Used

- Lecture Notes/Instruction document
- GitHub
- VS Code
- 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](https://www.youtube.com/watch?v=HXOD_XDA-KU)