Process & Decision Documentation

Project/Assignment Decisions

I created a simple pet-care simulator with a silly pet friend, using the coding example from class as a foundation. The story branches based on whether the player chooses to feed or play with the pet friend. Originally, there was a correct choice that'd lead to a good ending, but I decided not to show the pet's internal needs and make the outcome random instead (drawing inspiration from the coding example). I chose to remove the idea of a correct path to make the game experience and logic a little more experimental, interactive, and unpredictable.

Role-Based Process Evidence

- Started with the class example and adapted it into a simple pet care simulator with game, win, and lose states.
- Removed the start screen since it didn't feel necessary for this project.
- Implemented two main interaction buttons (Feed and Play) to create a simple branching choice system.
- The original idea was to build the game around a "correct choice" mechanic based on the pet's visible needs but ran into Github commit issues, resulting in timeshortage.
- Revised the mechanic to hide the pet's internal needs and randomize outcomes to remove a predictable winning path.
- Debugged image loading issues by restructuring preload() into main.js and separating asset loading from screen files.
- Iteratively simplified the logic to keep the system minimal while still maintaining a sense of unpredictability.
- Tested the game myself multiple times to ensure screen transitions, feedback text, and restart system functioned smoothly.

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 side quest was to build a branching interactive simulator using multiple game states (game, win, lose) across separate files. I worked on implementing player interaction (feed or play), refining screen transitions, simplifying the logic so that the pet's internal needs were hidden. I also debugged image loading and screen state issues to ensure the experience flowed smoothly.

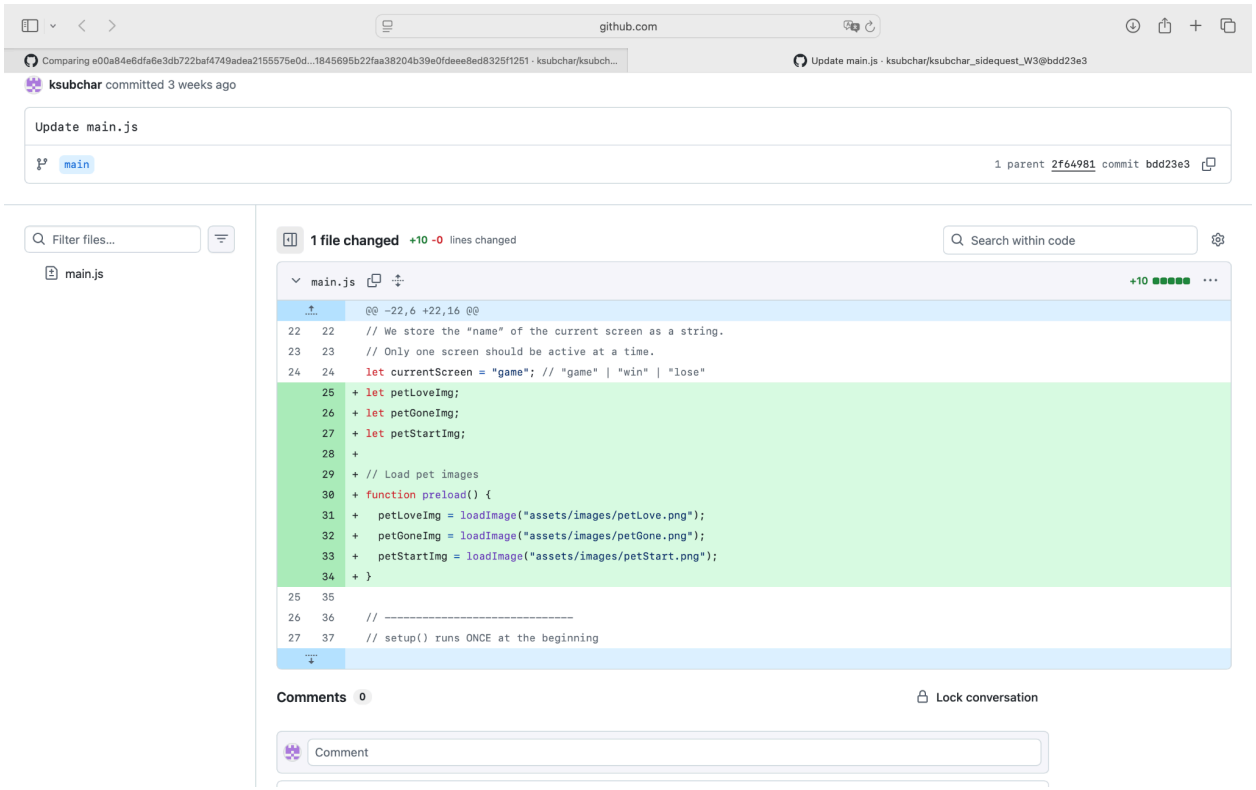
Tools, Resources, or Inputs Used

- p5.js
- Coding example week3
- Lecture note on game stages
- Self-playtesting
- Procreate – drawing a pet friend

GenAI Documentation

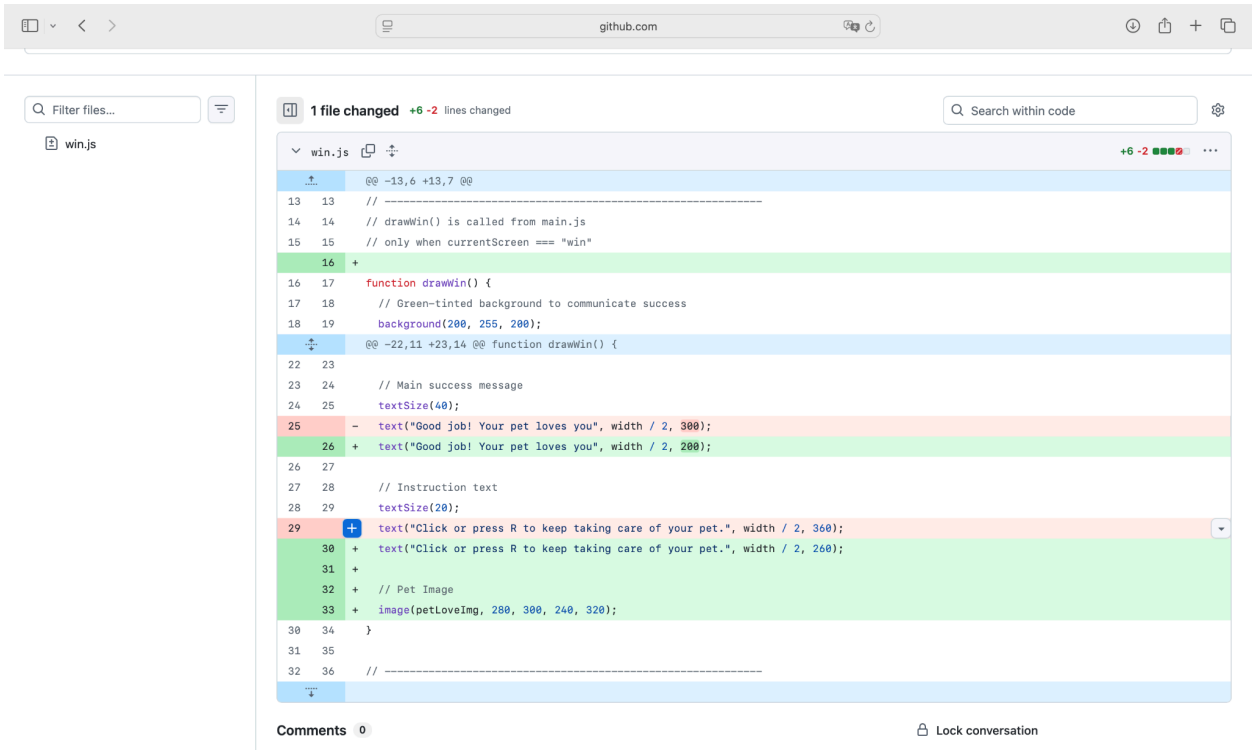
No GenAI used for this task

Appendix

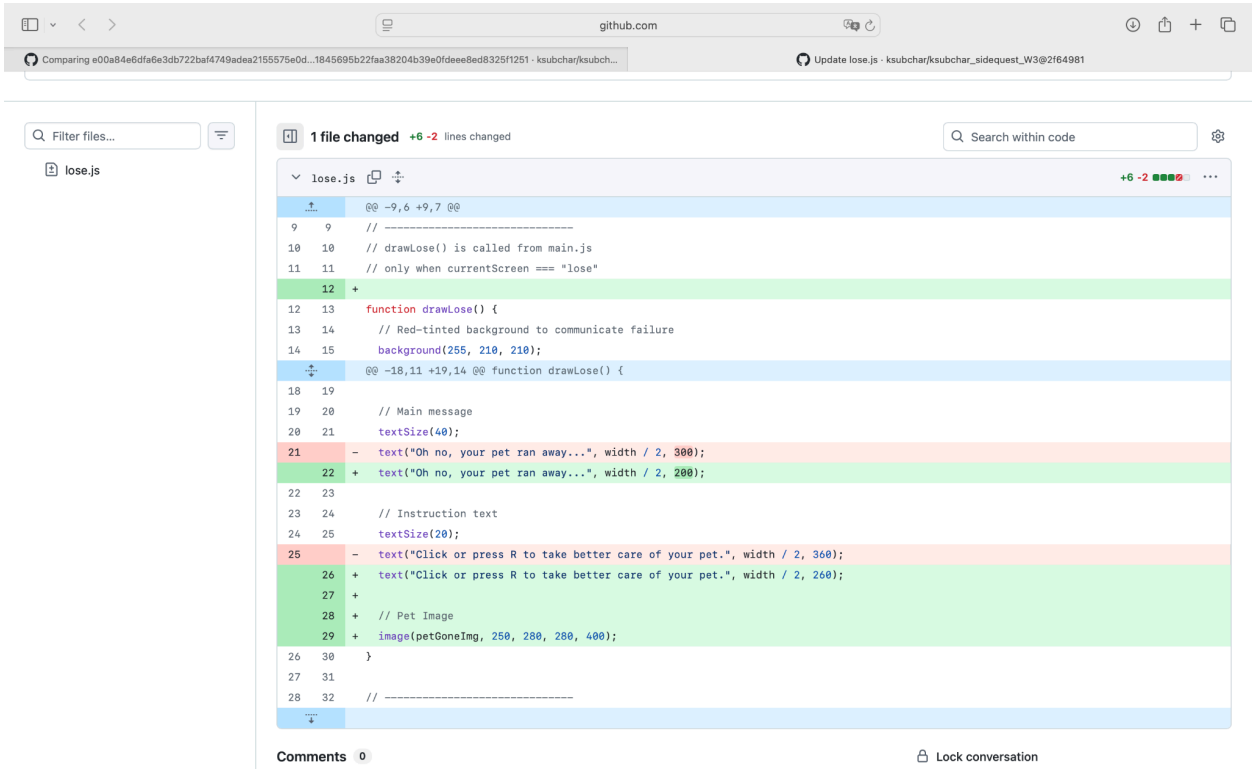


Debugged image loading issues:

- I originally used the preload() function multiple times across different files.
- Asked my roommate if this is why the game stop showing up, and the answer was yes, so I debugged it by removing all preload() functions in other files and called it once in main.js



Building on the coding example, I changed the text to reflect the pet simulator and added an image for the win screen



Same thing here as well, building on the coding example, I changed the text to reflect the pet simulator and added an image for the loose screen.