Process & Decision Documentation

Project/Assignment Decisions

Goal of Work Session

I built 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 player choose 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.

Tools, Resources, or Inputs Used

- Lecture Notes/Instruction document
- Week 3 Coding Example
- GitHub
- VS Code
- Procreate – drawing a pet friend

GenAI Documentation

No GenAI used for this task