Process & Decision Documentation

Side Quest Week 2 – Emotional Blob

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1. Brief Description

For Side Quest Week 2, I focused on redesigning a simple animated blob to express the emotion of panic. The goal was to explore how movement, instability, and environmental interaction could communicate an emotional state without using text or narrative.

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2. Key Decision or Change

An early version of the blob only increased its speed when the mouse approached, which did not strongly convey panic. I decided to exaggerate the behaviour by adding jitter, sudden acceleration, and subtle screen shake. This change made the blob feel less controlled and more reactive, which better communicated the intended emotion.

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3. GenAI Use

GenAI tools were used to assist with debugging movement logic and brainstorming ways to translate emotional states into interactive behaviour. All generated suggestions were reviewed, tested, and modified by the student to ensure correctness and alignment with the assignment requirements.

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4. Evidence

Evidence of this process can be seen in the sketch.js file through changes to movement variables, panic triggers, and interaction logic, as well as through incremental commits in the GitHub repository.