Process & Decision Documentation
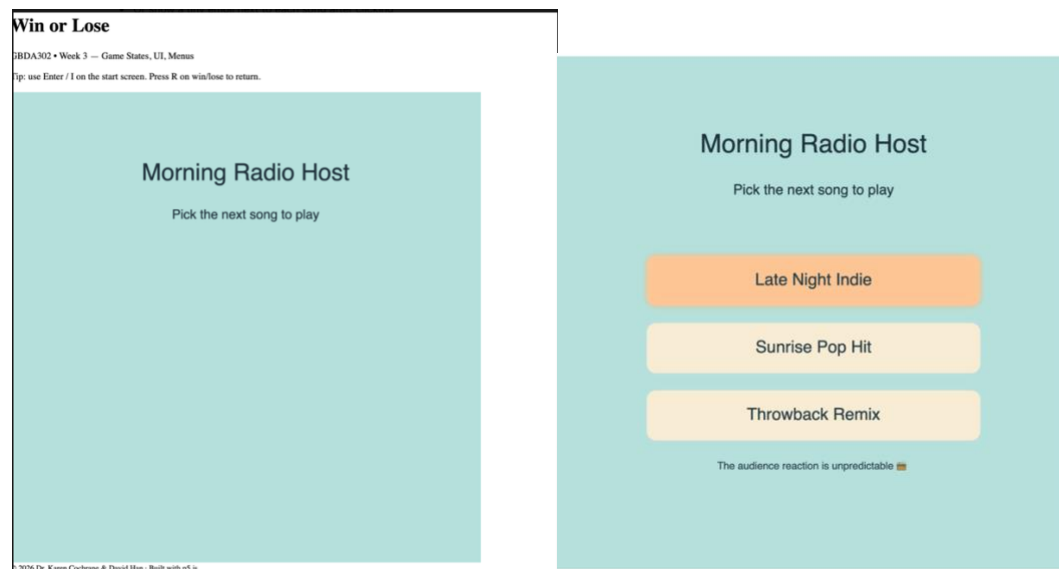
Project/Assignment Decisions

Side Quests

The biggest decision I made for this week 's side quest was determining what story to use for the actual content. I asked AI to help me brainstorm but ultimately decided on a radio show theme, out of my personal love for music. I then tried to start off with the most complicated version I could think of, including a score tracker. I had some trouble integrating a tracker into the code, so I decided to change direction and use a randomizer instead to add more value to the game.

Role-Based Process Evidence

The process evidence I will be submitting is a before and after of the live playback of my code, which is also in the AI transcript.

Entry Header

Name: Liza Mehta

Role(s): Side Quest Completion

Add an interactive story element to this week's side quest.

Tools, Resources, or Inputs Used

- ChatGPT

GenAI Documentation

If GenAI was used (keep each response as brief as possible):

Date Used: January 30, 2026

Tool Disclosure: ChatGPT 5.2

Purpose of Use: To help brainstorm game ideas and generate code that would allow me to execute on those ideas.

Summary of Interaction: ChatGPT was able to help me debug, resolve any confusions, and provide working code. It also explained to be the concept of multi screens which I struggled to understand in class.

Human Decision Point(s): I did not end up using one of the story ideas that ChatGPT brainstormed as I came up with one on my own that I resonated with and was excited about.

Integrity & Verification Note: I referred to the course weekly lecture slides and compared the code I was receiving to that of the example to make sure it was still in line and would work accurately.

Scope of GenAI Use: Writing specific code and debugging.

Limitations or Misfires: The tool would often ask me to make small changes to random parts of code when debugging which I couldn't identify. Therefore, I would ask it to rewrite the entire code and include those changes as well as where to implement them.

Summary of Process (Human + Tool)
- Provided necessary background information (class example and slides)
- Asked for game ideas
- Iterated code based on suggestions

Decision Points & Trade-offs

- Deciding to focus on a randomizer rather than a tracker after dealing with multiple bugs
- Game idea of running a radio show

Verification & Judgement

- Compared code to that of the class example for the week
- Would look for bugs within VS code

Limitations, Dead Ends, or Open Questions

- Tracker of how points of how much the audience enjoyed the music played
- A second round to keep the tracker updated

Appendix

Link to transcript: https://chatgpt.com/share/697d4380-c488-8007-9cf6-69088903f23b