

# Process & Decision Documentation

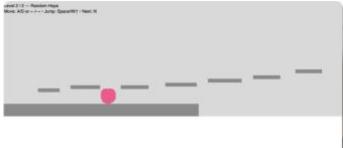
## Project/Assignment Decisions

### Side Quests

The biggest decision I made for this week's side quest was determining how to go about adding a level to the game while making it different from the previous level. I decided to do this by randomizing where the platforms showed up. I struggled a bit with making sure the second level looked similar to the first level but used AI to fix any bugs related to that issue.

### Role-Based Process Evidence

The process evidence I will be submitting is screenshots of my prompt iterations of the code.



See why does the canvas get bigger in level 2

Thought for 35s >

Because your code is resizing the canvas to fit the level geometry, and Level 2's generated world is much wider than Level 1.

Specifically: your Level 2 generator config has "worldW": 1000 and your goal is at x: 950. ↗ levels ↗ levels — so when the level loads, the canvas gets resized wider to match.

That's why Level 2 looks like the canvas "goes bigger". ↴



step 2 is giving me this error

Perfect — this error is actually very clear! 👍

';' expected. on this line:

```
js
generatePlatforms(gen) {
```

means JavaScript thinks you're not inside a class when you're writing this method.

In JS:

- ✅ Inside a class → `generatePlatforms(gen) {`
- ❌ Outside a class → you must write `function generatePlatforms(gen) {`

### Entry Header

Name: Liza Mehta

Role(s): Side Quest Completion

#### *Goal of Work Session*

Add in levels to the blob platform game.

## Tools, Resources, or Inputs Used

- ChatGPT 5.2

### *GenAI Documentation*

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

**Date Used:** Feb 11, 2026

**Tool Disclosure:** ChatGPT 5.2

**Purpose of Use:** To help refine the code and understand the course concepts needed to create levels.

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

**Human Decision Point(s):** I asked AI to make specific changes to how the screens were loaded (in terms of resizing) and generate random platforms to enhance the second level.

**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 clarification of concepts and debugging
- Iterated code based on suggestions

### *Decision Points & Trade-offs*

- Deciding to randomize the platform locations

- Decided to keep track of the level being played and make the screen load in the same dimensions to keep the look cohesive

#### *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*

- How to make the levels more difficult as you continue to play, this is something I would love to add with more time

## Appendix

Link to transcript: <https://chatgpt.com/share/698c1383-0b0c-8007-9275-bde3000e25dc>