

Process & Decision Documentation

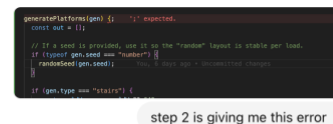
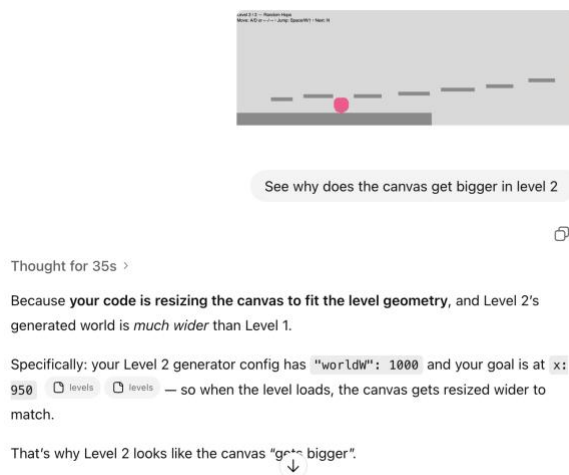
Project/Assignment Decisions

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.



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 to be 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>