

# Process & Decision Documentation

Side Quest 2 Prompt: **Build an interactive story that unfolds through multiple game states and files, branching like a small decision tree.** Bonus: Track a player stat (e.g., trust, health, karma) across scenes and unlock endings based on it.

## Project/Assignment Decisions

For this Side Quest, I accidentally misunderstood and started writing a prompt of a complicated and detailed game that I believe was out of scope for this Side Quest, and as well for ChatGPT. When I was testing with my initial idea, the code that ChatGPT generated did not work, difficult concepts that I wasn't yet familiar with (ex. collision) made it difficult to see how to improve/fix and there were many bugs. Luckily, the extension allowed me to try the Side Quest again with a simple version of my initial plan.

I experimented with another GenAI tool, Claude, that I previously never used before. This tool seems to be a lot easier to navigate and correct than ChatGPT, from my experience. When comparing the previous Side Quest that I was using ChatGPT and this current one with Claude, Claude seems to be a lot more powerful and intentional with their response. I believe that I will use Claude more frequently for coding assignments due to this finding.

## Side Quests and A4 (Individual Work)

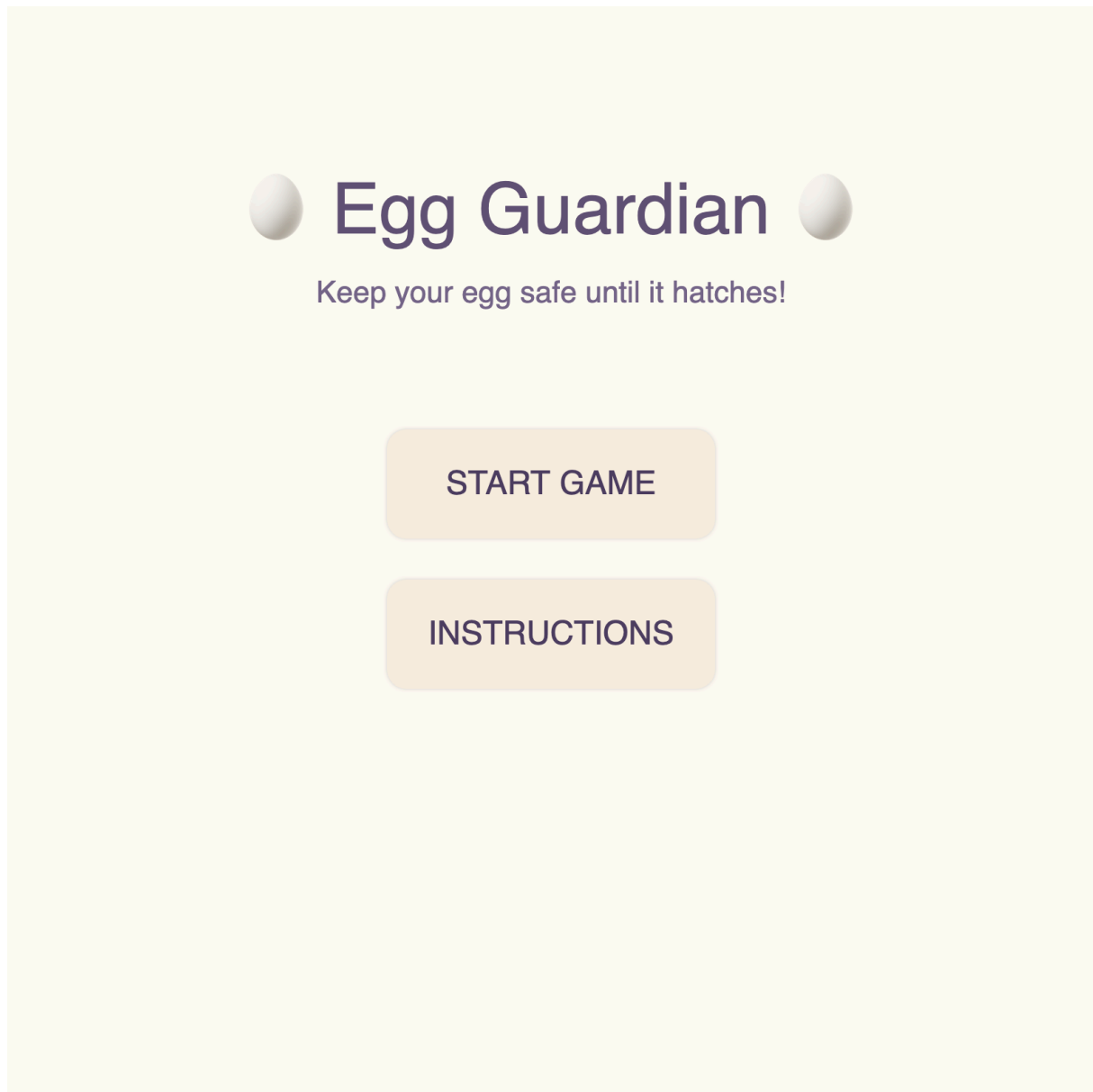
I started using Claude instead of ChatGPT, which is my usual preferred tool for GenAI. The code generated from Claude was a lot more powerful and understood what I wanted the code to achieve at a faster pace than ChatGPT. Another decision I had to make a tradeoff for this Side Quest, was to focus on the functionality instead of the visual component. It was necessary for multiple prompts until a simple tweak in visual or functional component was actually implemented in the code, which was why all my attention was geared toward the game being actually functional.

## Role-Based Process Evidence

### Win or Lose

GBDA302 • Week 3 — Game States, UI, Menus

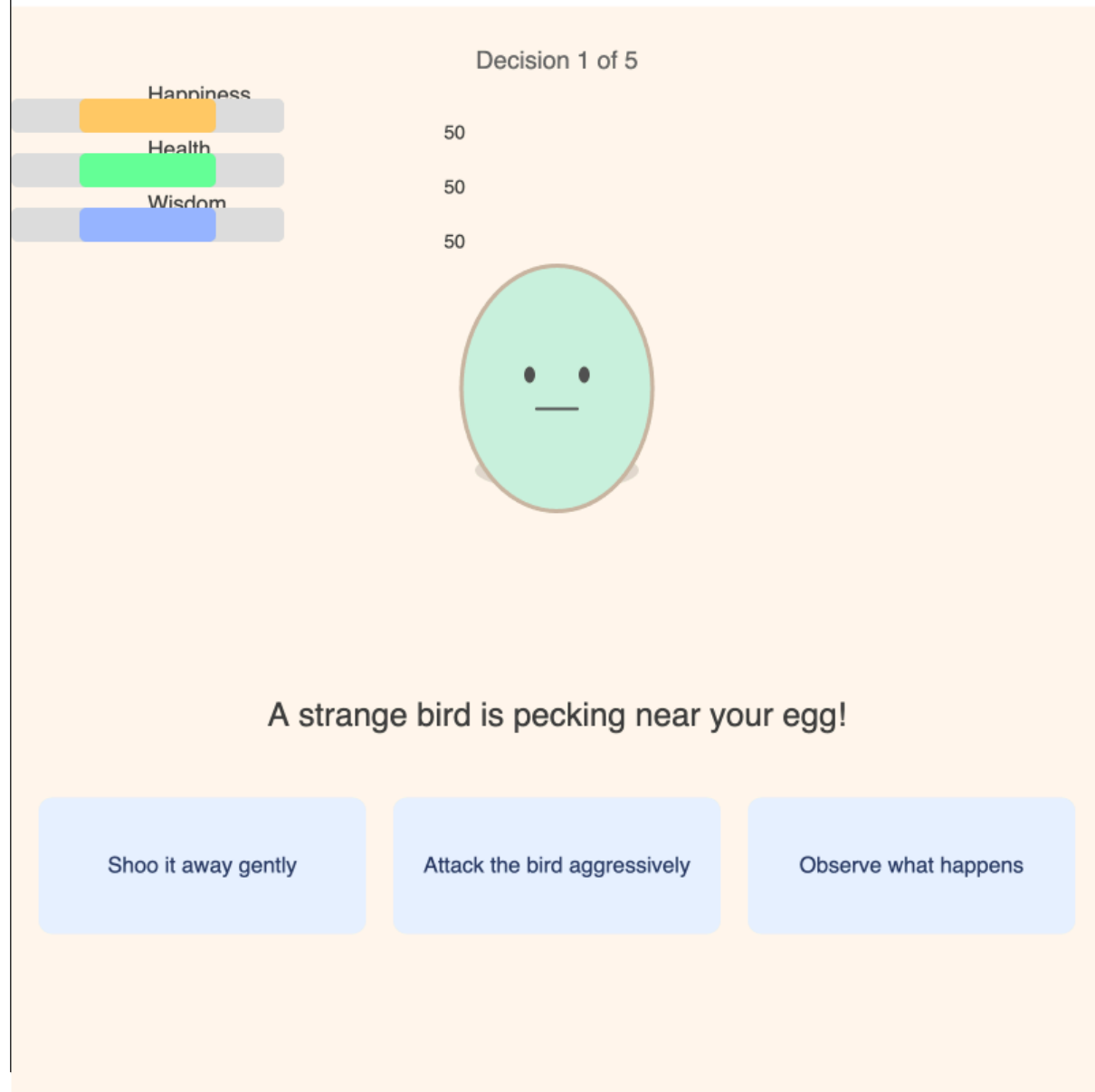
Tip: use Enter / I on the start screen. Press R on win/lose to return.



# Win or Lose

GBDA302 • Week 3 — Game States, UI, Menus

Tip: use Enter / I on the start screen. Press R on win/lose to return.



# Win or Lose

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Tip: use Enter / I on the start screen. Press R on win/lose to return.

🎉 Your Egg Hatched! 🎉



Final Stats:

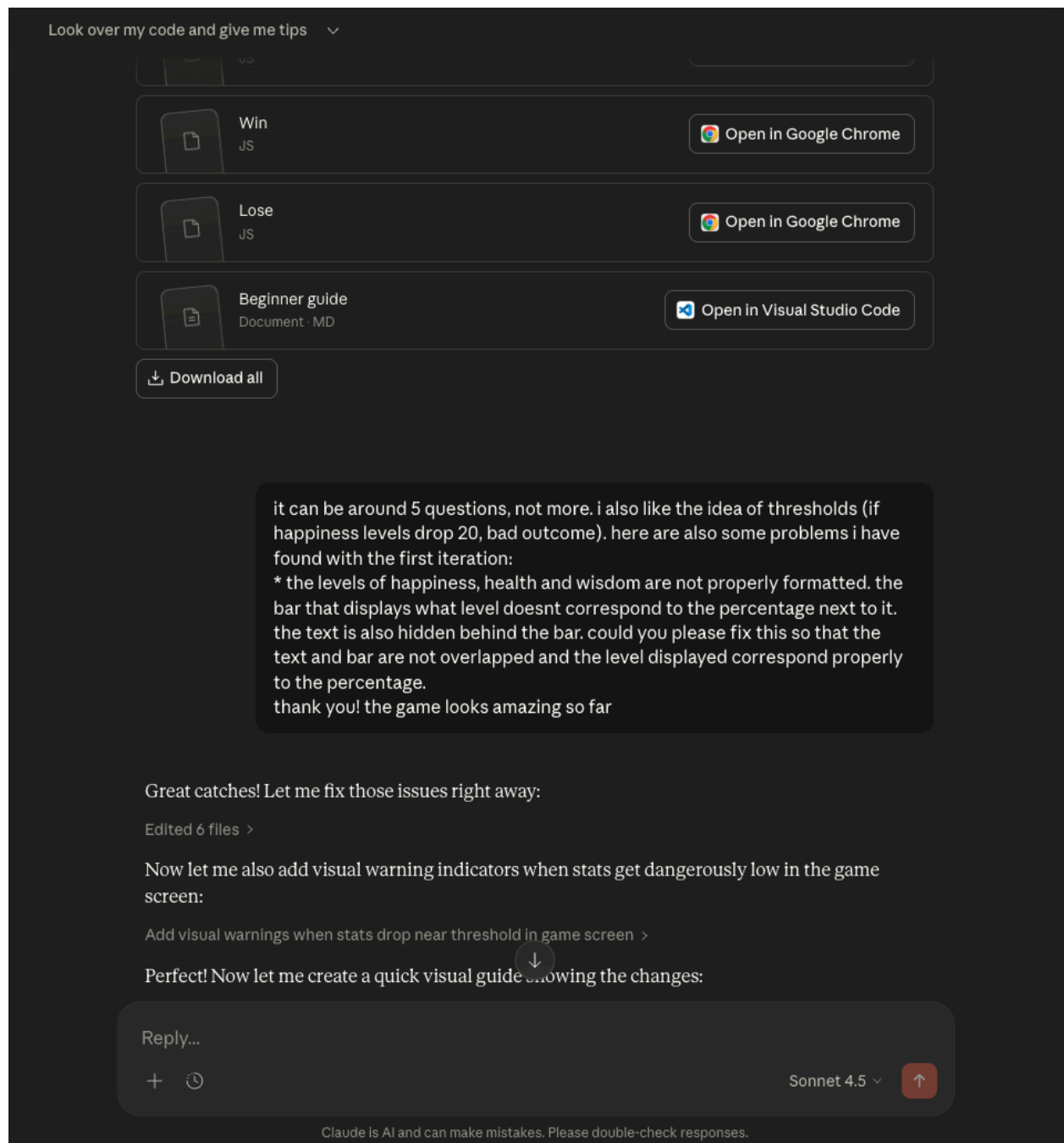
Happiness: 70

Health: 90

Wisdom: 50

A strong and healthy creature emerged!

Click anywhere or press R to play again



## Entry Header

**Name:** Marine-Chloe Vandame

**Primary responsibility for this work:** conceptualizing game, adding/polishing code, playtesting

### ***Goal of Work Session***

- Conceptualize a decision based game
- Familiarizing with the base code provided
- Prompted GenAI to create the intended game
- Refined and polished the code
- Playtested to assure the site functional

### **Tools, Resources, or Inputs Used**

- Claude (Sonnet 4.5)
- Lecture Notes
- Prior code as base of the game (provided from Dr. Karen Cochrane & David Han)
- Playtesting feedback

### ***GenAI Documentation***

**Date Used:** February 3, 2026

**Tool Disclosure:** Claude (Sonnet 4.5)

**Purpose of Use:** Generate the game functions of the project, debugging, polish and refining the basic visual components

**Summary of Interaction:** Generated all the code for the game features, conversing and clarifying details that were not done properly, commented on what was done well and what wasn't, asked for clarifications on the thought process.

**Human Decision Point(s):** I modified the game to have 5 scenarios instead of 10. It was initially too long and it was difficult to test and troubleshoot in a timely manner for the Side Quest. I also had to modify the visual components such as the health bar because it did not look like a bar and it didn't change or correspond to the value next to it. I also had to modify the text layout because there were some iterations where the text was not on the game screen.

**Integrity & Verification Note:** When testing, I made sure that the scenarios were appropriate in the given context and that they made sense in general. I also made sure that it followed the same coding model as the slide and what was shown in class.

**Scope of GenAI Use:** I contributed to the idea and conceptualization of the project. I also proof read and made sure that the game was actually functional. I checked if there were any bugs or whether a problem/issue would come up. If they did come up, I would prompt them to correct or polish the code.

**Limitations or Misfires:** Whenever I would prompt the GenAI tool to correct or polish a feature, they would also change the code for another aspect that didn't need modification. I would later have to prompt multiple times to correct the previous feature that never needed to be altered, which would be a time consuming task and counterproductive. For example, when I wanted to make the health bar look more like how they are intended to, it changed the layout of the text, making it off centered and out of frame. Correcting the text position took a lot of tries to correct it.

### ***Summary of Process (Human + Tool)***

Describe what you did, focusing on process rather than outcome. This may include:

- Explained my idea for the game I wanted to code for.
- Shorten the game, to be able to test and reach the end of the game, to assure that everything proceeded smoothly.
- Tested it on the Live Server to see what needed to be modified and what was well done.
- Corrected and addressed when visual components did not do what was expected of them.
- Added possible bad outcomes (not only positive), influenced by the happiness, health and wisdom levels.

### ***Decision Points & Trade-offs***

**Choosing to make a decision-based game:** I was initially overwhelmed with this week's Side Quest prompt because there were so many choices or possible directions to choose from. My first idea/direction was to make a similar game like Animal Crossing, however, I was immediately humbled. I later settled with making a simpler type of game, it was very easy and intuitive to build onto it.

**Adding Happiness, Health, Wisdom level bars:** I really wanted to include this feature, but it clashed with other aspects of the game. I had to keep correcting and reminding the GenAI to edit specific components and not others. If I wasn't, other features would change without my knowledge. Choosing to include this detail made the project harder to produce.

### ***Verification & Judgement***

- When testing, I made sure all the text was appropriate. I checked if all the scenarios made sense, if there were any errors in the instruction or end page. I tried all different type of combination, to see if all possible outcomes were present and correct.
- I had to make sure that are related component (scenarios, possible answer, end page) were all related to the egg raising theme and followed the Side Quest Prompt

### ***Limitations, Dead Ends, or Open Questions***

Due to my lack of proficiency in coding, it is difficult to troubleshoot/fix efficiently with my responses. For example, I had to keep prompting to fix the text position for the game and if I was more familiar with the components or functions related to it directly, I could have been more specific with my response and receive the final product quicker.

## **Appendix**

<https://claude.ai/share/d509d388-2d35-4e15-8803-6ff68a027c05>