

# Process & Decision Documentation

## Project/Assignment Decisions

While working on side quest week 2, I made a series of smaller decisions that reflected the expected outcome of making my blob emulate the emotion fear. I wanted to make the blob smaller than what it started out as to make it feel insecure and intimidated. I altered the blobs visual properties to do this by making the radius and points that draws the blob smaller. I then made the blob wobble at a faster speed by altering the wobble properties to make it appear shaky and uneasy. When thinking of how else I could make the blob appear scared, I thought of the blob getting jump scared and scurrying off rapidly. To do this I changed the movement speeds to a faster rate to make the blob appear frantic. Finally, I changed the blobs colour to purple as the colour is known to represent fear.

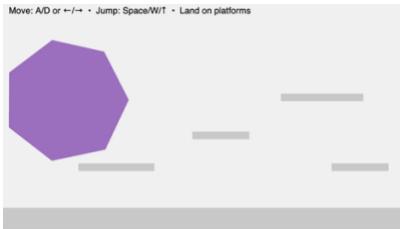
## Side Quests and A4 (Individual Work)

One significant change I made to make the blob emulate fear is change the frequency and speed of how often the blob wobbled. This helped portray this emotion exceptionally well because it made the blob appear shaky and on edge as it anything could happen at any time.

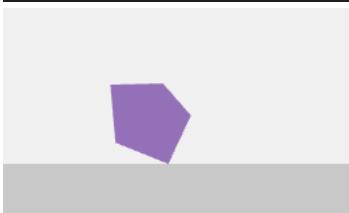
## Role-Based Process Evidence

```
Q (property) r: number
  r: 50, // Base radius      You, 20 seconds ago • Uncommitted changes
  points: 7, // Number of points used to draw the blob
  wobble: 6, // Edge deformation amount
  wobbleFreq: 3.5,
```

\*\*This made the blob too big which did not do justice on emulating the emotion feeling anxious/fear\*\*



```
// Visual properties
r: 18, // Base radius
points: 5, // Number of points used to draw the blob
wobble: 15, // Edge deformation amount      You, now • Uncommitted changes
wobbleFreq: 2,
```

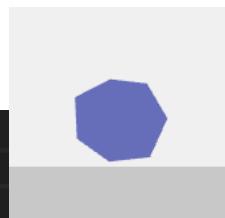


\*\*This is exactly what I wanted for the wobble frequency, size of blob, and how much it wobbled. This was done after a couple iterations through\*\*

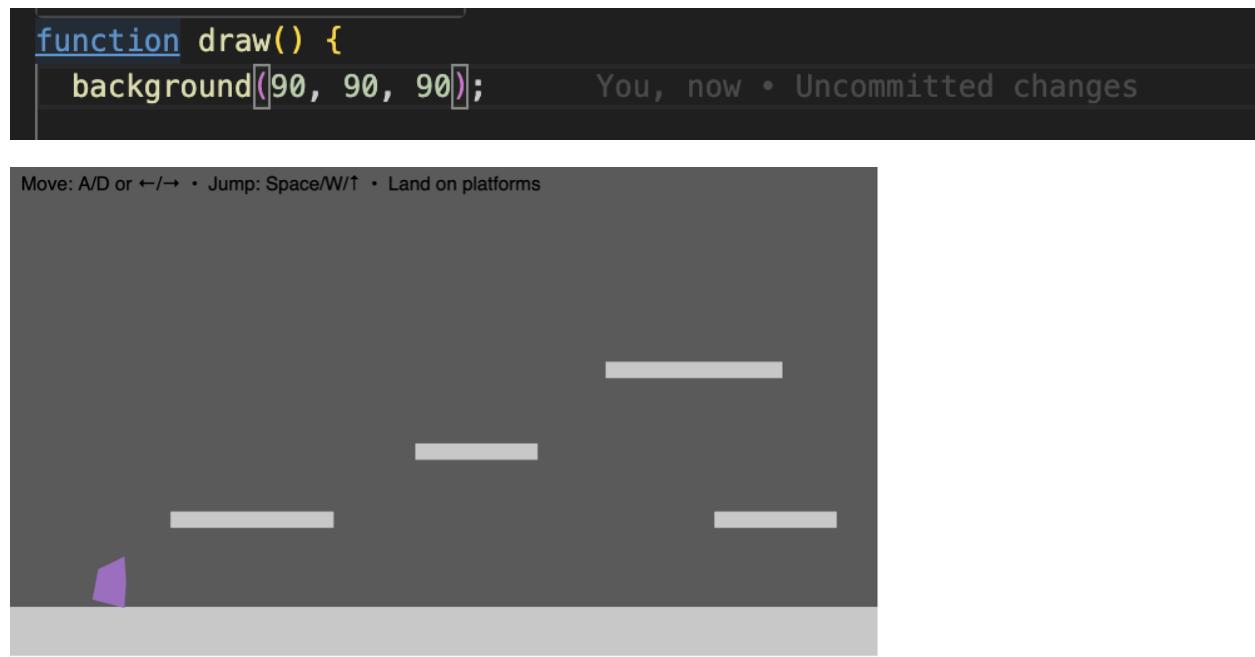
```
// Movement tuning
accel: 5, // Horizontal acceleration
maxRun: 10, // Maximum horizontal speed
gravity: .05, // Downward force      You, 1 minute ago • Uncommitted changes
// Movement tuning
accel: 10, // Horizontal acceleration
maxRun: 10, // Maximum horizontal speed
gravity: 3, // Downward force
jumpV: -22, // Initial jump impulse
```

\*\*After a couple of iterations, I found the right speed to make the blob emulate fear by appearing sporadic. \*\*

```
fu any | drawBlobCircle(b) {
  fill[100, 110, 190];      You, now • Uncommitted changes
  beginShape();
```



\*\*This did not give the proper colour that I wanted



No GenAI was used to plan or support me in this side quest.

## Entry Header

Name: Mercedes Wilson

Primary responsibility for this work: Alter code to emulate the emotion fear.

### *Goal of Work Session*

My goal was to successfully alter the code with no aid from GenAI to make the blob emulate being scared.

### *GenAI Documentation*

No GenAI used for this task.

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

When altering the code to make the blob appear scared, I had to play around with the variables within the blob visual code. Through trial and error, I found the right values that enhances the code to fit my emotion.

### *Decision Points & Trade-offs*

One key decision I made was to make the blob purple instead of keeping it as the default colour, which was blue. This enhanced my design because before the blob could have been portrayed as worried or sad since the colour was misleading. With the change to purple, it gave myself more clarity as to what emotion I am trying to emulate.

*Verification & Judgement*

I evaluated the quality of my decision based on how I asked a friend I was sitting beside as to what emotion I was trying to emulate and the individual responded with fear, which was the correct answer.