

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

```
You, 18 minutes ago | 1 author (You)
// Y-position of the floor (ground level)
let floorY3;

// Player character (soft, animated blob)
let blob3 = {
  // Position (centre of the blob)
  x: 80,
  y: 0,

  // Visual properties
  r: 18, // Base radius
  points: 7, // Number of points used to draw the blob
  wobble: 6, // Edge deformation amount
  wobbleFreq: 3.5,

  // Time values for breathing animation
  t: 0,
  tSpeed: 0.08,

  // Physics: velocity
  vx: 0, // Horizontal velocity
  vy: 0, // Vertical velocity

  // Movement tuning
  accel: 1.8, // Horizontal acceleration
  maxRun: 8.5, // Maximum horizontal speed
  gravity: 0.75, // Downward force
  jumpV: -13.5, // Initial jump impulse

  // State
  onGround: false, // True when standing on a platform

  // Friction
  frictionAir: 0.999, // Light friction in air
  frictionGround: 0.92, // Stronger friction on ground
};
```

Iteration Notes

I changed the blobs appearances by reducing the points and radius it is drawn with to make it appear smaller. I increased the wobble amount, frequency, and speed to create a jittery affect on the blob. For the blob movement for left and right and jumping, I increased the speed to make the blob appear as spooked and snappy. The gravity for when the blob is coming down from a jump, I decreased to make it more rushed and a heavier drop. I also altered the ground friction code to make my blob appear more frantic and scared through sliding on the ground when jumping or coming to a stop from movement. Finally, I changed the blob colour to purple as that is the known colour to represent the emotion fear.

Your site is live at https://mj2wilso.github.io/mj2wilso_sidequest_W2/

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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.