

# Process and Decision Documentation

Name: Mackenzie Leu

Primary responsibility for this work: Add emotion to the preexisting code

Tools, Resources, or Inputs Used: VSCode AI tool (GPT-5 mini)

## GenAI Documentation

Date Used: Jan 25, 2026

Tool Disclosure: VSCode AI tool (GPT-5 mini)

Purpose of Use: Write/edit code

Summary of Interaction: AI edited and added to the preexisting code based on my specifications.

Human Decision Point(s): Decided the colours, edits and changes I wanted to make. Iterated on versions to come up with one that I thought fit the criteria of the assignment. When an edit was made and did not work the way I wanted to, I went back to earlier versions and made the changes required.

Integrity & Verification Note: Continuously checked the live site to ensure the changes being made were accurate to what I was looking for

Scope of GenAI Use: GenAI was not used to make decisions on how I wanted the project to turn out, just implemented the changes I requested.

Limitations or Misfires: I had to give it more context than I expected to as it did not understand that it was a mock "game". AI also misunderstood when I called the blob a rock.

## Summary of Process (Human + Tool)

I knew I wanted to show an emotional shift as the blob moved higher on the screen, but it took a lot of experimenting. I tested different background colours, blob colours, and movement behaviours, and a lot of early versions didn't really work.

One of the main decisions I made was how to visually represent happiness. I considered using just colour, just motion, or just shape changes. I ended up deciding to layer a few cues together. The blob starts lower on the screen in a blue colour to feel more sad or deflated,

both emotionally and physically. As it moves upward, it gradually shifts to yellow, becomes taller, and moves faster, which makes it feel more energetic and lively.

I evaluated these choices mostly through playtesting and comparing different versions. One thing I'm still unsure about is whether the colours really help to convey the emotional changes.

## Appendix

User: keep the rock the same size. when it is on the lowest level make it red, when it goes to the next platform up, make it orange, when it is at its max height platform make it yellow. as it goes up, make the rock taller. reduce the minimum height of the rock by 30% compared to what it is now

GitHub Copilot: I'll inspect sketch.js to find the rock/platform logic and then patch it.

Read []([file:///Users/kenzieleu/Documents/GitHub/mleu\\_sidequest\\_W2/sketch.js](file:///Users/kenzieleu/Documents/GitHub/mleu_sidequest_W2/sketch.js))

I'll search the workspace for any existing "rock" references before adding one.

Searched for text `rock`, 1 result

I'll add a short TODO plan: read file, patch sketch.js to add the rock and rendering logic, then verify the edits.

Created 1 todo

Patching sketch.js to add the `rock` object and rendering logic.

Using "Apply Patch"

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Using "Apply Patch"

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Completed: \*Add rock feature\* (1/1)

- \*\*Updated file\*\*: sketch.js — added a `rock` object and rendering logic.
- \*\*Visuals\*\*: `rock` keeps a constant width; when on the floor it's red, on the next step it's orange, on the highest step it's yellow.
- \*\*Sizing\*\*: rock height increases with platform level; minimum height reduced by 30% ( $hMin = 28$ ), maximum height = 80.
- \*\*How it works\*\*: rock.x determines which platform it's on; the rock snaps to that platform and its top sits on the platform.
- \*\*Next?\*\*: Want the rock to be movable (pushable) or controlled by the player?

Made changes.

User: i misspoke. the rock is the blob. the changes i said to make to the rock should be made to the blob. the rock can be deleted.

GitHub Copilot: I'll update the todo list and then patch sketch.js: remove the `rock` code, add blob size/color logic, and adjust `drawBlobCircle` to use `blob3.color`.

Starting: \*Update blob to replace rock behavior\* (1/1)

Read [](file:///Users/kenzieieu/Documents/GitHub/mleu\_sidequest\_W2/sketch.js)

Now I'll patch sketch.js: remove the `rock` object and its rendering, add `blob3.rMin`/`rMax`, compute platform under the blob, set `blob3.r` and `blob3.color`, and update `drawBlobCircle` to use `b.color`.

Using "Apply Patch"

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Using "Apply Patch"

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Using "Apply Patch"

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Completed: \*Update blob to replace rock behavior\* (1/1)

Done — sketch.js updated:

- Removed the `rock` object and its rendering.
- Added `blob3.rMin = 18.2` (30% smaller than 26) and `blob3.rMax = 40`.
- Blob now detects which platform it's on and:
  - Sets `blob3.r` to interpolate between `rMin` and `rMax` as it climbs.
  - Sets color: floor = red, next step = orange, highest step = yellow, else default blue.
  - `drawBlobCircle` now respects `blob3.color`.

If you want different max radius or slightly different platform-level mapping (e.g., treat index 2 as orange), tell me which values to use and I'll adjust.

Made changes.

User: remove all edits you made

GitHub Copilot: Reverting sketch.js to its original content now.

Starting: \*Revert sketch.js\* (1/1)

Using "Apply Patch"

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Completed: \*Revert sketch.js\* (1/1)

Revert complete — sketch.js restored to its original state.

Made changes.

User: as the block moves to different platform levels, change the colour of the background to be brighter. start with it being white and make it progressively brighter yellow as the blob's y coordinate gets closer to 0 (higher on the screen)

GitHub Copilot: I'll add a todo item then patch sketch.js to make the background interpolate from white to yellow based on the blob's y (higher = more yellow).

Starting: \*Background color by blob height\* (1/1)

Using "Apply Patch"

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Completed: \*Background color by blob height\* (1/1)

Done — sketch.js updated: background now interpolates from white at the floor to yellow as the blob rises (brighter yellow near y=0). Want a steeper or subtler transition, or a different yellow tone?

Made changes.

User: get rid of the orange square

GitHub Copilot: Read

[]([file:///Users/kenzieieu/Documents/GitHub/mleu\\_sidequest\\_W2/sketch.js](file:///Users/kenzieieu/Documents/GitHub/mleu_sidequest_W2/sketch.js))

I'll change the platform-color mapping so the blob no longer turns orange on the second platform — making that case use the default blue.

Using "Apply Patch"

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Removed the orange mapping — the blob will no longer turn orange on that platform. Want me to also remove any leftover code/comments referencing orange?

Made changes.

User: dont change the side of the blob depending on the y coordinate. just the colour and the background. make it transition colour using a map system

GitHub Copilot: I'll update sketch.js to stop changing the blob's size, remove rMin/rMax, and set the blob color by mapping its vertical position to a red→yellow gradient. I'll patch the initialization and the color logic in `draw`.

Using "Apply Patch"

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Using "Apply Patch"

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Added 1 todo

Done — sketch.js now:

- Keeps the blob radius constant at 26.
- Uses the blob's y position (mapped to t) to set `blob3.color` via `lerpColor(red, yellow, t)`.
- Background still transitions from white to yellow based on the same mapping.

Want the color gradient to pass through a specific orange midpoint or to be non-linear (e.g., ease-in)?

Made changes.

User: make sure the blob stays within the canvas size

GitHub Copilot: I'll patch sketch.js to clamp the blob's y position inside the canvas.

Using "Apply Patch"

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Done — `blob3.y` is now clamped to the canvas in sketch.js.

Made changes.

User: when the blob is moving horizontally and its y value is at the bottom of the screen make it move slow. as it moves up the screen it moves horizontally faster.

GitHub Copilot: I'll add a todo and then patch sketch.js to scale horizontal acceleration and max speed by the blob's vertical position.

Starting: \*Scale horizontal speed by height\* (1/1)

Using "Apply Patch"

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Completed: \*Scale horizontal speed by height\* (1/1)

Done — horizontal acceleration and max speed now scale with `blob3.y` (slower at bottom, faster toward top). Want different min/max multipliers than 0.5→1.5?

Made changes.

User: instead of the yellow background, make it a pink gradient

GitHub Copilot: I'll update sketch.js to interpolate the background from white to a pink color based on the blob's vertical position.

Using "Apply Patch"

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Done — background now transitions from white to pink as the blob rises. Want a different pink shade or a non-linear transition?

Made changes.

User: make the block for from blue to yellow as it goes higher on the screen. make him flatter at the bottom of the screen and slowly get taller (max height is the height is ir currently)

GitHub Copilot: I'm going to change the blob's color mapping to blue→yellow and add a vertical scale (`scaleY`) that interpolates from flatter at bottom to normal at top; then update the drawing to use `scaleY`.

Read [](file:///Users/kenzieieu/Documents/GitHub/mleu\_sidequest\_W2/sketch.js)

I'll update the color mapping to blue→yellow and add a `scaleY` property (0.6→1) used when drawing the blob.

Using "Apply Patch"

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Using "Apply Patch"

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Added 2 todos

Done — sketch.js now:

- Blob color transitions from blue to yellow with height.
- Blob is flatter at the bottom ( $\text{scaleY} \approx 0.6$ ) and linearly approaches normal height ( $\text{scaleY} = 1.0$ ) as it rises.
- Visual height change is applied only to drawing (collision box unchanged).

Want the vertical scaling curve eased (non-linear) or a different flatness range?

Made changes.

User: make the background permanently white. the height of the highest platform is where the blob should turn yellow. at each height of the platforms, when the blob is at that height the platforms should turn more pink

GitHub Copilot: I'm going to update `draw()` to: compute the platform under the blob and the highest platform height before drawing; set background to white; draw platforms with pink tint when the blob stands on one (intensity based on platform height); map the blob color and scale to the normalized position between floor and highest platform; and use that normalized value for speed scaling. I'll apply the changes now.

Using "Apply Patch"

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Using "Apply Patch"

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Read [](file:///Users/kenzieieu/Documents/GitHub/mleu\_sidequest\_W2/sketch.js)

Using "Apply Patch"

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Searched for text `t)`<sup>20</sup> results

Read [](file:///Users/kenzieieu/Documents/GitHub/mleu\_sidequest\_W2/sketch.js)

Created 1 todo

Done — sketch.js updated:

- Background is permanently white.
- Blob color now transitions from blue → yellow as it moves from the floor up to the highest platform (turns yellow at that platform height).
- The platform the blob is standing on tints toward pink; tint intensity increases with platform height.
- Blob vertical flattening and horizontal speed scaling still use the normalized position between floor and highest platform.

If you want all platforms below the blob to also tint, or a different pink intensity mapping, tell me which behavior you prefer.

Made changes.