Process & Decision Documentation

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Project/Assignment Decisions(2-4 Sentences)

One key decision I made was restructuring the project from a single linear flow into a state-based interactive story with multiple scene files. This allowed player choices to meaningfully branch the narrative and unlock different endings rather than relying on random outcomes. I also chose to track player stats across scenes to reinforce the idea that actions have consequences, both narratively and mechanically.

GenAI Documentation (Used)

Date Used: February 1,2026
Tool Disclosure: ChatGPT (GPT-5.2)

Purpose of Use: ChatGPT was used to support technical problem-solving and design planning, including structuring a state based game system, generating example code for branching scenes, and refining written descriptions such as learning goals and process documentation.

Prompts Used: Prompts included requests for help generating example p5.js code for multiple game states, explanations of why certain structural steps were necessary, and assistance drafting concise project descriptions and reflections.

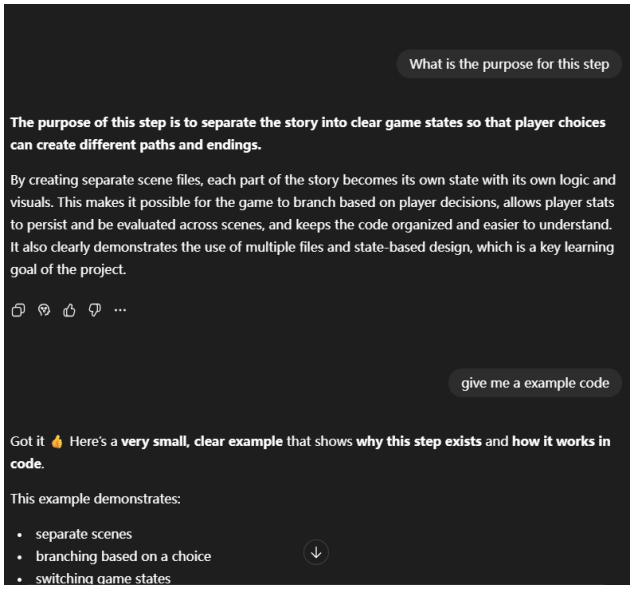
Summary of Interactions: The tool provided guidance on how to organize the project into multiple files, implement branching logic using game states, and track player variables across scenes. It also assisted in clarifying design intent and articulating decisions in clear academic language.

Human Decision Points: All design decisions including narrative direction, choice structure, player stats, and final code implementation were made by me. I selectively adapted and modified AI generated suggestions to fit the project requirements and my own creative goals.

Integrity & Verification Note: All code and written content generated with AI assistance was reviewed, tested, and revised to ensure correctness and alignment with course expectations. No AI-generated output was submitted without verification or personal modification.

Scope of GenAI Use: GenAI was used as a support tool for brainstorming, code examples, and writing refinement. It was not used to fully automate the project or replace independent problem-solving.

Limitations or Misfires: Some initial AI suggestions were overly complex or not fully compatible with my existing code structure, requiring simplification and debugging. These limitations reinforced the need for human judgment when integrating AI assistance.



```
function gameMousePressed() {
  if (mouseX < width / 2) {
    currentScreen = "sceneA"; // branch A
  } else {
    currentScreen = "sceneB"; // branch B
  }
}
```

👉 **Purpose:**
This scene **creates the choice** and sends the player to different paths.

3️⃣ `sceneA.js` — outcome of choice A

```
js                                                    复制代码

function drawSceneA() {
  background(200, 255, 200);
  textAlign(CENTER);
  textSize(24);
  text("Scene A: You helped!", width / 2, 250);
}
```

👉 **Purpose:**
This file represents **one branch of the story**.

```
  text("Scene B: You ignored it.", width / 2, 250);
}
```

👉 **Purpose:**
This file represents **a different consequence**.

Why this example matters

- Each file = **one narrative moment**
- `currentScreen` controls **story flow**
- Player choice creates **branching paths**
- Easy to add more scenes later

One-sentence takeaway (what the step does)

> This step allows the game to branch into different scenes based on player choices by separating each narrative state into its own file.

If you want, I can now:

- add **player stats** to this example
- show an **endingCheck.js** example
- simplify it even more for a reflection answer

Just tell me which one 👌