Process & Decision Documentation
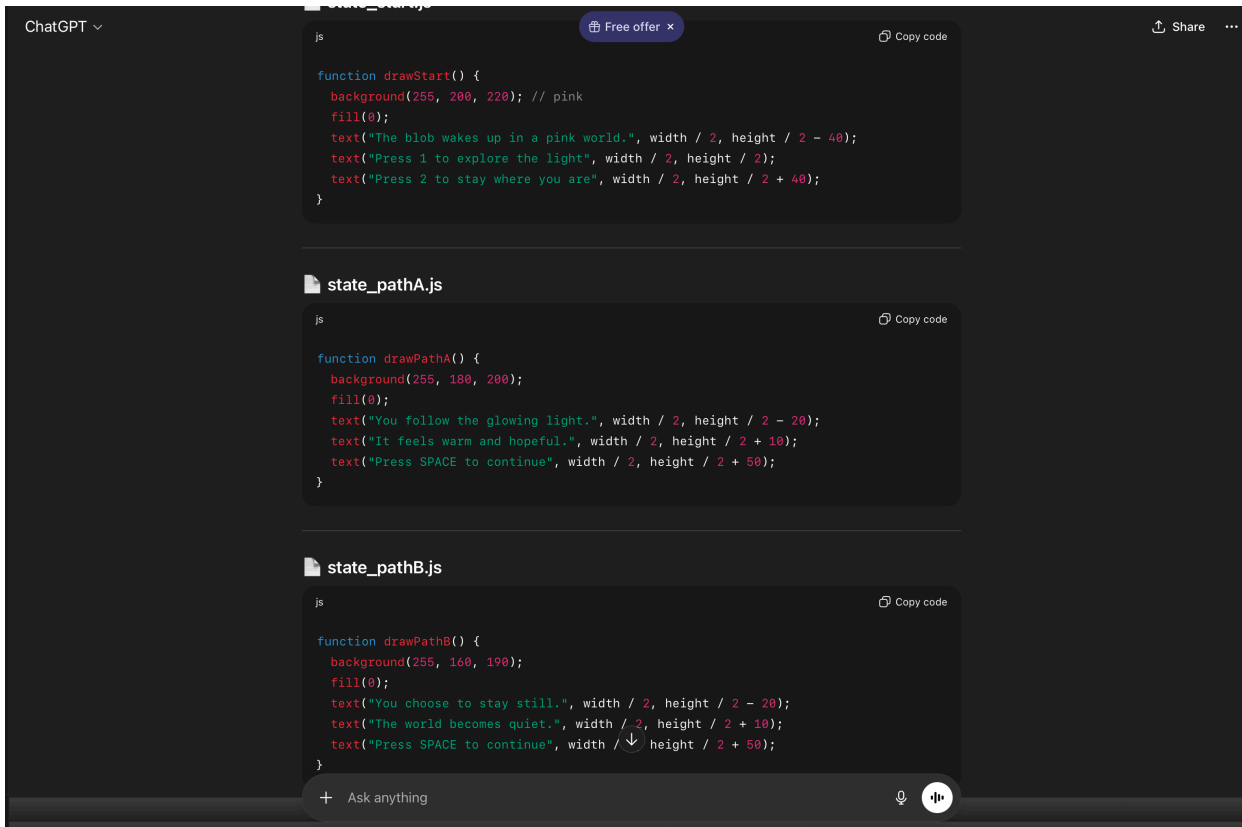
Project/Assignment Decisions

Our goal was to create a short interactive story that communicates emotion through simple choices and visual mood.

Small Decision / Change Made:
- Adjusting the on-screen text to clearly indicate which keys the player should press to make choices (e.g., "Press 1" and "Press 2").

GenAI Documentation

```js
function drawStart() {
  background(255, 200, 220); // pink
  fill(0);
  text("The blob wakes up in a pink world.", width / 2, height / 2 - 40);
  text("Press 1 to explore the light", width / 2, height / 2);
  text("Press 2 to stay where you are", width / 2, height / 2 + 40);
}
```

📄 state_pathA.js

```js
function drawPathA() {
  background(255, 180, 200);
  fill(0);
  text("You follow the glowing light.", width / 2, height / 2 - 20);
  text("It feels warm and hopeful.", width / 2, height / 2 + 10);
  text("Press SPACE to continue", width / 2, height / 2 + 50);
}
```

📄 state_pathB.js

```js
function drawPathB() {
  background(255, 160, 190);
  fill(0);
  text("You choose to stay still.", width / 2, height / 2 - 20);
  text("The world becomes quiet.", width / 2, height / 2 + 10);
  text("Press SPACE to continue", width / 2, height / 2 + 50);
}
```

Ask anything