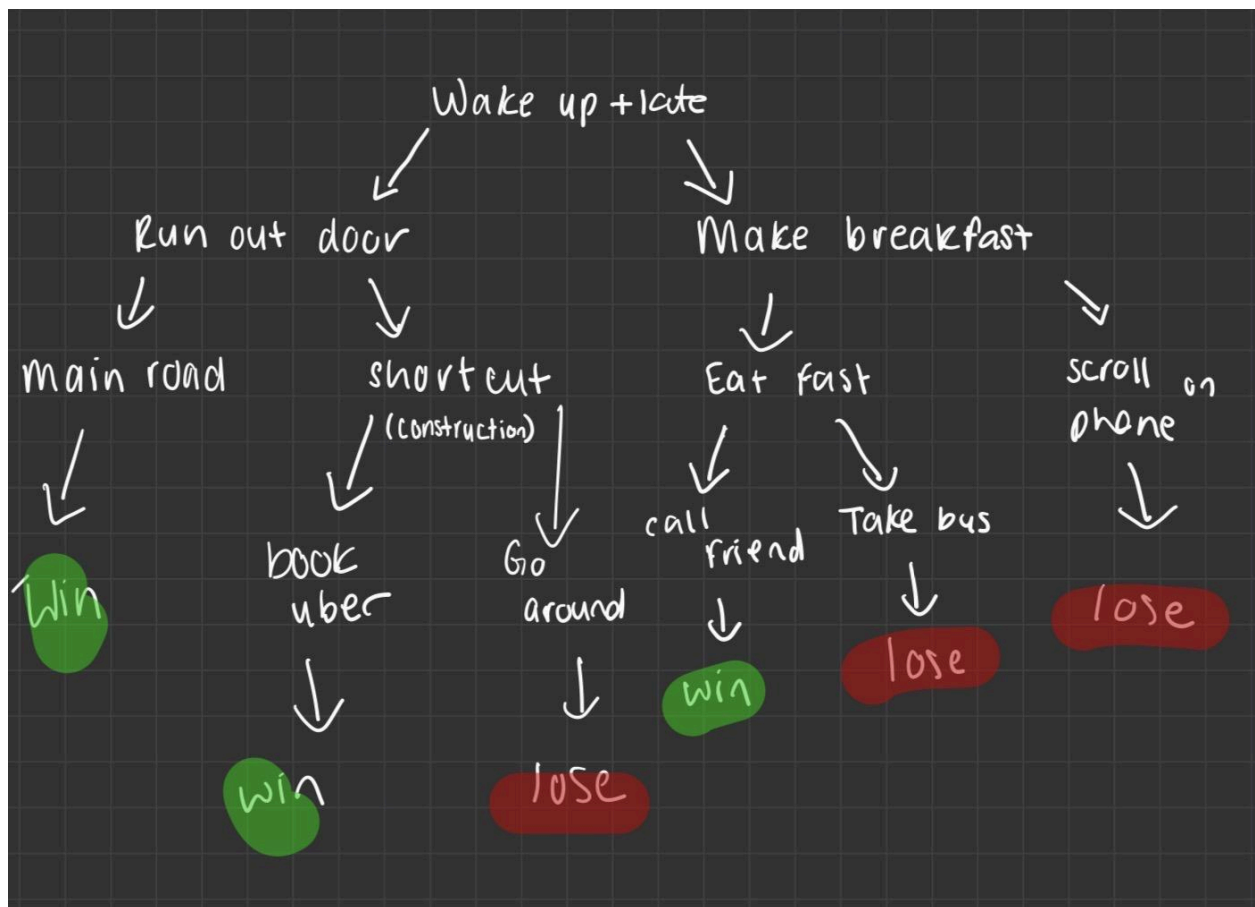# Process & Decision Documentation

Project/Assignment Decisions

- I originally wanted to have the users make more decisions to increase the length of the game, but due to time constraints, I simplified the storyline to minimize the number of choices the user could make. This reduced the number of new screens I needed to make.
- I also changed the colours of the background screen to differentiate between decisions

Role-Based Process Evidence

My original story plan:

In the final version, I removed the option to book an Uber or go around the shortcut, and the option to eat fast or scroll on your phone.

Entry Header

Name: Nila Sivapragasam

Role(s): Programmer

Primary responsibility for this work: Programming

Goal of Work Session

Briefly describe what you were trying to accomplish during this phase of the assignment.

- During this work session, I wanted to create an interactive story that the user could click through.

Tools, Resources, or Inputs Used

- Lecture Notes
- GDBA 302 Week 3 Example Code

GenAI Documentation

No GenAI used for this task.