

Process & Decision Documentation

Project/Assignment Decisions

In side quest #2, I learned to redesign the blob's movement and environment to express a specific emotion, in this case, the emotion of joy. I also did the bonus where I added a "mischief" mechanic, where my blob bumps into mini balls around the map.

I started with the starter code, where the blob was a normal blue circle that could jump on platforms. I then put the code into ChatGPT and asked it to enhance the blob's movement and environment to make it more joyful. At first, it suggested making the blob move very quickly, but there was an error where it kept disappearing off the map, so I didn't accept that change.

Next, I changed the color of the blob and background myself to yellow and blue to better express happiness. I then asked ChatGPT to add movement and animation, which I kept. After that, I requested balls that the blob could interact with, and ChatGPT generated multi-colored balls and removed the platforms, which I was happy with. Finally, I asked it to add a smiley face to the blob, which I also kept.

GenAI Documentation

If GenAI was used (keep each response as brief as possible):

Date Used: January 26th, 2026

Tool Disclosure: ChatGPT -5.2

Purpose of Use: Help to create a more joyful environment.

Summary of Interaction: The tool provided ideas to make the environment feel more joyful. It also helped me add stuff such as balls and a smiley face.

Integrity & Verification Note: I checked to see if the code it gave me worked and if it enhanced/defeated the purpose of the side quest.

Appendix

My Prompts

Using the starter code, change the blob's movement and environment to make it express joy.

Can you add a happy movement to the blob?

Can you add balls around the map that the blob can touch and move around?

Can you add a smiley face to the blob?

Using the starter code, change the blob's movement and environment to make it express joy.

Perfect! Using your **starter code**, we can make the blob express **joy** by doing three main things:

1. **Faster, bouncy movement** → jumping and horizontal movement feel lively.
2. **Bright, cheerful colors** → yellow/gold sparkles, light blue background.
3. **Playful environment** → sparkles around the blob, optional floor balls that can be pushed.

Here's a **version of your starter code modified to express joy**. I kept your original structure and comments intact, and only added/modified things to make it joyful:

javascript

 Copy code

```
// Y-position of the floor (ground Level)
let floorY3;

// Player character (soft, animated blob)
let blob3 = {
  x: 80,
  y: 0,
  r: 26,
  points: 48,
  wobble: 10,           // more playful deformation
  wobbleFreq: 1.4,     // faster edge movement
  + a
```