

Process & Decision Documentation

Name: Oma Tahir – o3tahir

Role: Coder

Primary responsibility for this work: Making changes to existing code

Goal of work session: To take the basic code given, and add the emotion of excitement to it

Project/Assignment Decisions

For side quest 2, I decided to change attributes of the blob to give it the emotion of excited. Changing things like the frequency, background and blob colour, and friction to the ground all helped portray the emotion of excitement.

GenAI Documentation

No GenAI was used in this assignment.

Role-Based process Evidence


```

69 - fill(200);
69 + fill(255, 91, 0);
70 70 for (const p of platforms) {
71 71   rect(p.x, p.y, p.w, p.h);
72 72 }

****
+
↑
154 154
155 155 // Draws the blob using Perlin noise for a soft, breathing effect
156 156 function drawBlobCircle(b) {
157 - fill(20, 120, 255);
157 + fill(255, 255, 0);
158 158   beginShape();
159 159
160 160   for (let i = 0; i < b.points; i++) {
****

```