

# Process & Decision Documentation

## Side Quest 4(Individual Work)

### Project/Assignment Decisions

Again, I focused on learning how to revise the example code from professor to align adding levels to an existing game. The purpose for Side Quest #4 was to have the game was to understand how various loops interconnect.

### *GenAI Documentation*

**Date Used:** February 9<sup>th</sup>,

**Tool Disclosure:** Claude Haiku 4.5 (extension in Visual Studios)

**Purpose of Use:** I used GenAI to help add levels and formality to the game. ADD more?

**Summary of Interaction:** As I provided the tool with guidelines to ensure the game meets Side Quest requirements, when things became complex various loops were added by GenAI.

**Human Decision Point(s):** Before using GenAI I played Example 5 and wanted to understand the constraints/affordances players can already achieve. As a new coder, I feel it is important for me to layout my ideas before asking GenAI to just create something generic. Therefore, writing the storyline out first helped me to refine my prompts and limit errors.

Like Celeste, I wanted the character (e.g. the blob) to go through challenges and time limits. Something that came to mind was a life count, I thought creating limited lives create this incentive for the player to use a strategic strategy. I manually changed the platform locations upwards (in the levels file) to help with added obstacles as well as fixing the sizing issues (e.g. of the obstacles and speed/duration)

**Integrity & Verification Note:** I checked GenAI's accuracy against the provided code example by cross-referencing comments, tutorial requirements, and created more refined prompts from previous Side Quests and only accepted code I understood (provided with comments)

**Scope of GenAI Use:** The tool helped clean up my thoughts, at various times I would change something manually and did not take into the changes that needed to go with it. GenAI helped with better efficiency throughout.

**Limitations or Misfires:** The tool did not understand proper platform placements therefore I manually changed those myself along obstacles sizing (e.g. tool did not understand the height the blob could jump). Once I completed level one, I could not play level two as platforms blocked the blobs ability to fit through/jump onto them, therefore I went in and eliminated a few platforms manually.

### Summary of Process (Human + Tool)

- I broke down the prompts to prevent overcomplication and missed outputs for game functionality
- Went in and manually fixed any code (e.g obstacles sizing, platform reconfigurations, speed/duration)

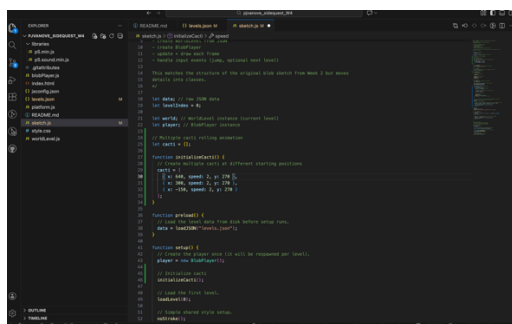
### Decision Points & Trade-offs

I also accepted the tools addition of text evidence with the lives tallies, I could interpret them easily (e.g. size of text was legible). What I changed were the game element sizes, and speed/duration to allow the player use a strategic mindset/more challenging rather than no challenge at all. I also realized I had to ensure the blob could jump high enough to reach the new height of the platforms, I got the tool to put that in.

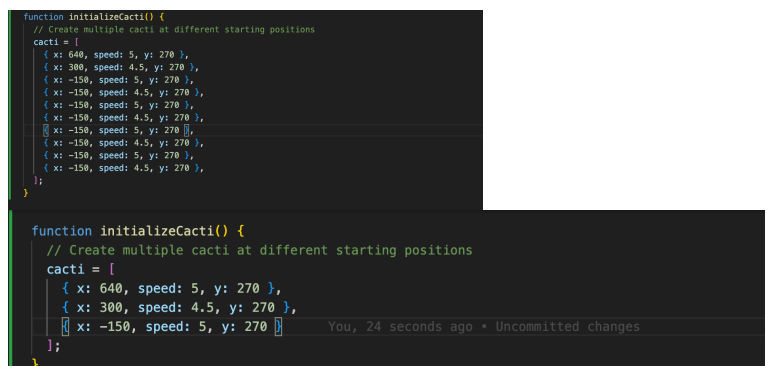
This personalization helped me reflect on the Celeste game in class, the games ability to challenge the player but also keep their attention (even when lives ran out) was my hope to this game. The text indicator created warnings for the player.

### Prompt #3 (Speed of moving objects and sizes)

#### GenAI Output



#### My changes



Number of platforms level two

GenAI Output

```
7  },
8  {
9      "name": "Platform Rush",
10     "gravity": 0.7,
11     "jumpV": -16.0,
12     "theme": { "bg": "#E8F4F8", "platform": "#4A90E2", "blob": "#FF686B" },
13     "start": { "x": 320, "y": 280, "r": 26 },
14     "platforms": [
15         { "x": 0, "y": 320, "w": 640, "h": 40 },
16         { "x": 50, "y": 250, "w": 100, "h": 12 },
17         { "x": 200, "y": 200, "w": 100, "h": 12 },
18         { "x": 350, "y": 160, "w": 100, "h": 12 },
19         { "x": 500, "y": 120, "w": 100, "h": 12 },
20         { "x": 150, "y": 80, "w": 120, "h": 12 },
21         { "x": 400, "y": 30, "w": 150, "h": 12 }
22     ],
23 },
24 {
```

My changes

```
19     "name": "Platform Rush",
20     "gravity": 0.7,
21     "jumpV": -16.0,
22     "theme": { "bg": "#E8F4F8", "platform": "#4A90E2", "blob": "#FF686B" },
23     "start": { "x": 320, "y": 280, "r": 26 },
24     "platforms": [
25         { "x": 0, "y": 320, "w": 640, "h": 40 },
26
27         { "x": 200, "y": 200, "w": 100, "h": 12 },
28         { "x": 350, "y": 160, "w": 100, "h": 12 },
29         { "x": 500, "y": 120, "w": 100, "h": 12 },
30         { "x": 150, "y": 80, "w": 120, "h": 12 }
31     ],
32 },
33 {
```

*Verification & Judgement*

Explain how you evaluated whether your decision or change was appropriate:

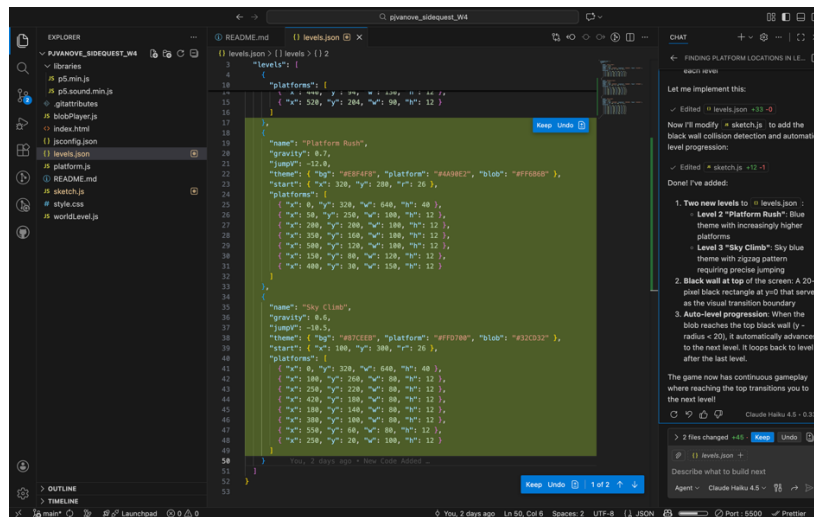
- Cross-references code structure from this week's tutorial example
- I manually tested in Visual Studios for errors/ debugging needs
- I confirmed misfires and make manually changes through what I have learned so far (e.g. Prompt #2 size changes and how many objects were added) also adding my own refinements versus GenAI outputs displays my own judgments were added to better the game functionality

# Appendix

## Transcript

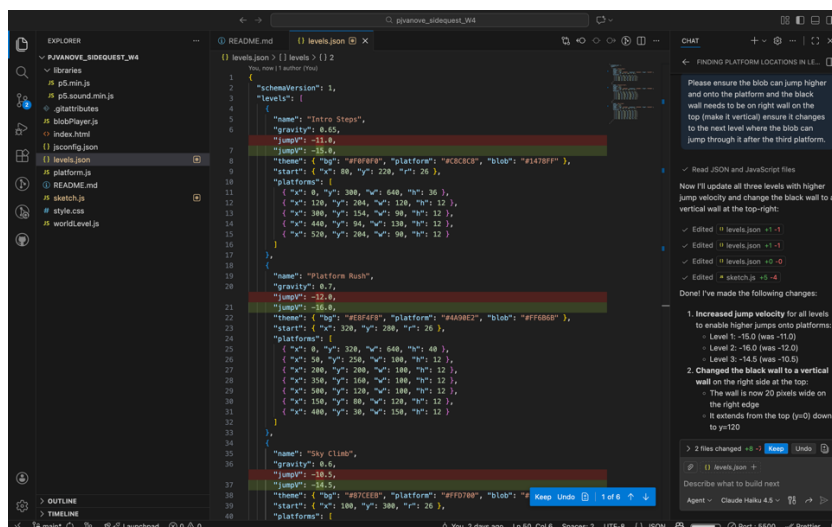
### Prompt #1 (creating game layout)

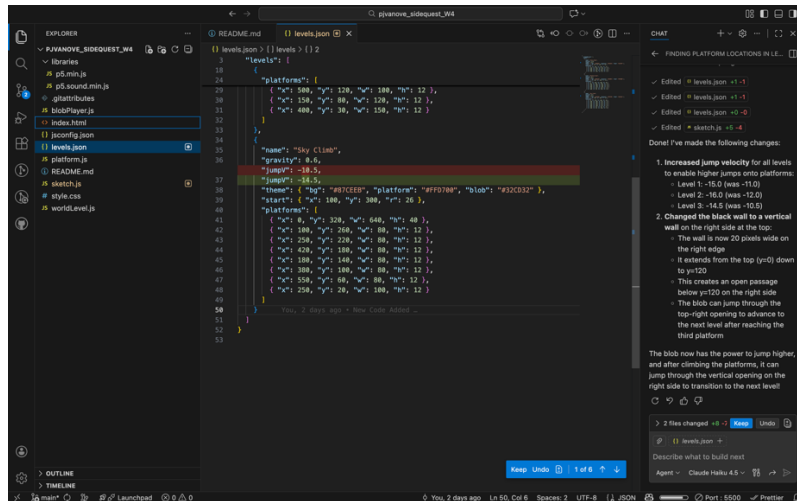
I am creating a multi-level game that is continuous add one more level to this one already created. Therefore, I want a black wall at the top screen that brings the blob and player into the next level. I would like two new levels added.



### Prompt #2

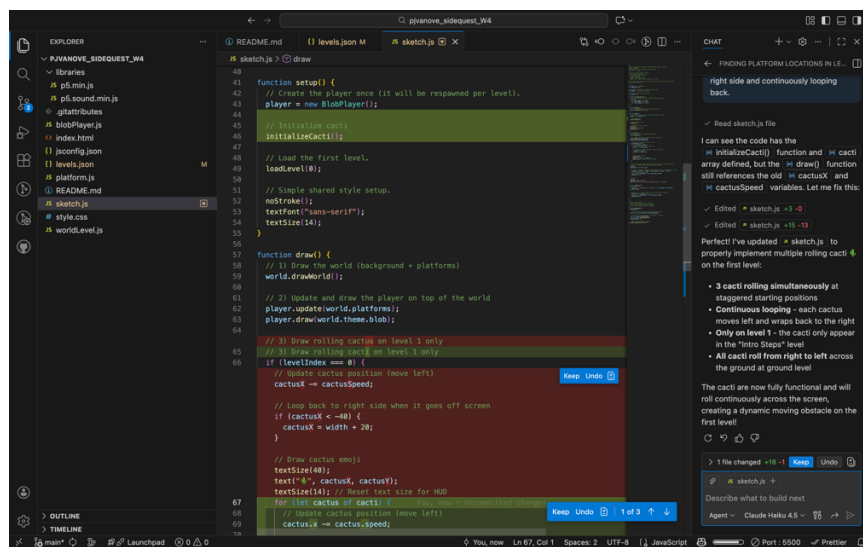
Please ensure the blob can jump higher and onto the platform and the black wall needs to be on right wall on the top (make it vertical) ensure it changes to the next level where the blob can jump through it after the third platform.

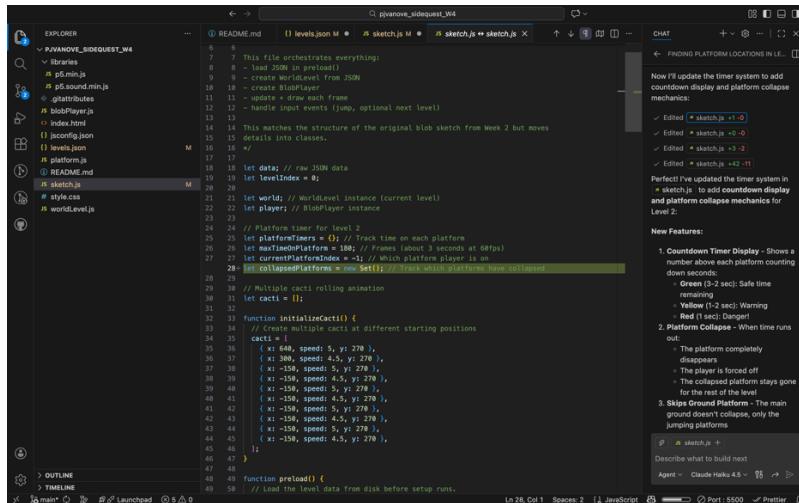




### Prompt #3

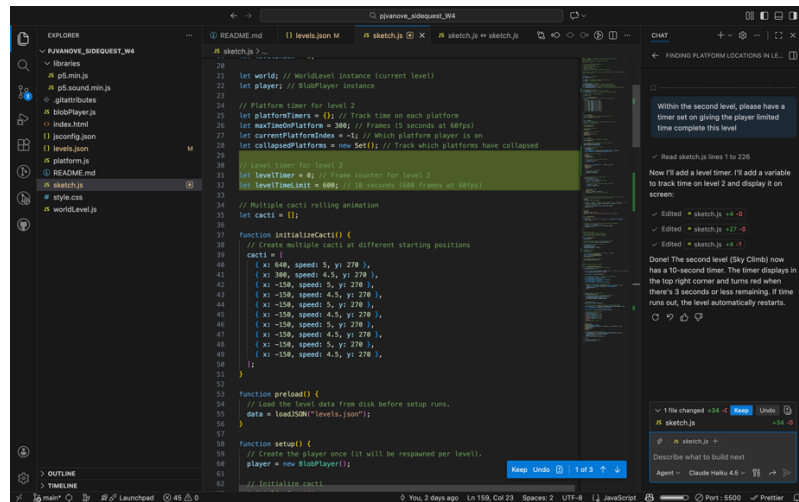
Within the first level, please have 🌵 rolling on the ground coming from the right side and continuously looping back.





## Prompt #4

Within the second level, please have a timer set on giving the player limited time complete this level



## Prompt #5

Please add on each level 3 lives the player has to use during each level. Create a tally marker below the intro steps.

