

# Process & Decision Documentation

## Project/Assignment Decisions:

For Side Quest #3, I made small visual and narrative changes to the existing multi-screen game, such as updating colours, titles, button text, and on-screen messages to better demonstrate state changes and branching outcomes.

### *GenAI Documentation*

**Date Used:** January 30, 2026

**Tool Disclosure:** ChatGPT 5.2

**Purpose of Use:** GenAI was used for wording support and to suggest small visual and narrative code changes.

**Summary of Interaction:** The tool suggested minor edits such as colour changes, text updates, and simple narrative framing to better demonstrate screen states and branching outcomes.

**Human Decision Point(s):** I selected only a few small changes from the suggestions and adjusted them to fit the existing code structure and assignment requirements.

**Integrity & Verification Note:** All suggestions were reviewed to ensure they aligned with course concepts, used correct p5.js syntax, and did not change logic of the assignment.

**Scope of GenAI Use:** GenAI did not write the full project or core game logic; the original structure, screen setup, and functionality were already provided and maintained.

**Limitations or Misfires:** The tool could not fully account for the course context or grading rubric, so suggestions needed to be simplified and selectively applied.

### *Summary of Process (Human + Tool)*

I started with the provided multi-screen p5.js example and tested it to understand how screen states and input routing worked. I then used GenAI to help brainstorm small, appropriate changes and improve wording for on-screen text. After reviewing the suggestions, I manually implemented only minor visual and narrative edits, tested the game after each change, and adjusted details to ensure the code still functioned correctly.

### *Decision Points & Trade-offs*

One key decision was to make only small visual and text-based changes instead of adding new mechanics or screens. GenAI suggested adjusting the positioning of some on-screen text to change the layout, but I chose to keep the original positioning to maintain visual consistency and avoid disrupting the existing screen hierarchy.

### *Verification & Judgement*

I evaluated my changes by repeatedly running the sketch to confirm that screen transitions, buttons, and keyboard controls still worked as expected.

### *Limitations, Dead Ends, or Open Questions*

The project was intentionally kept simple, which limited the depth of the narrative and player choice.

## Appendix

### **Prompt:**

Build an interactive story that unfolds through multiple game states and files, branching like a small decision tree. this is the start code // NOTE: Do NOT add setup() or draw() in this file ... [full start, game, and lose code shared]

Can you just add some things to it and show me where you add it, something like adding a different title and colour to start screen?

### **Output:**

#### 1) Start Screen:

- Changed background colour to a darker blue (background(120, 180, 200)).
- Updated title text to "One Choice Away" instead of "Win or Lose".
- Added a subtitle: "Every click decides your fate".
- Highlighted exactly where in the code these changes were added.

#### 2) Game Screen:

- Updated button label to "TAKE THE RISK" to reflect decision-based gameplay.

- Added a short story prompt above the button: "You find a mysterious door. Do you open it?"

- Suggested small visual feedback for hover states remained as-is.

### 3) Lose Screen:

- Adjusted background colour to a darker red for visual impact.

- Changed main message text to: "The door was a trap."

- Added consequence text: "Your choice led to failure."



- Maintained existing click and key logic for returning to start.

## **START SCREEN — small visual + title change**

### **What we'll add**

- New **story title**
- New **background colour**
- One extra **subtitle line** (sets up the story)

### **Changes in `start.js`**

```
function drawStart() {  
  //  CHANGED: background colour  
  background(120, 180, 200); // darker blue tone  
  
  // ---- Title text ----  
  fill(20, 40, 60);  
  textSize(50);  
  textAlign(CENTER, CENTER);  
  
  //  CHANGED: title text  
  text("One Choice Away", width / 2, 160);  
}
```

```
// 🟢 ADDED: subtitle for story context
textSize(20);
text("Every click decides your fate", width / 2, 215);
```



#### Why this counts:

You're showing **visual state change** and **narrative setup** before gameplay even starts.

## 2 GAME SCREEN — add a *decision moment*

Right now the game is just random. Let's add **one small choice** that affects the outcome.



### What we'll add

- A story prompt
- Change button text to feel like a decision



### Changes in `game.js`

#### Change button label

```
const gameBtn = {
  x: 400,
  y: 550,
  w: 260,
  h: 90,
  label: "TAKE THE RISK", // 🔴 CHANGED
};
```

#### Add story text in `drawGame()`

```
// 🟢 ADDED: story prompt
textSize(22);
text(
  "You find a mysterious door.\nDo you open it?",
  width / 2,
  260,
);
```



#### Why this counts:

This turns the button into a **narrative choice**, not just UI.

### 3 LOSE SCREEN — add emotional feedback

#### ✓ What we'll add

- A story-based lose message
- Slight colour tweak

#### 🔧 Changes in `lose.js`

```
function drawLose() {  
  // 🟡 CHANGED: darker red background  
  background(220, 140, 140);  
  
  fill(30);  
  textAlign(CENTER, CENTER);  
  
  // 🟡 CHANGED: story-based message  
  textSize(38);  
  text("The door was a trap.", width / 2, 280);  
  
  // 🟢 ADDED: consequence text  
  textSize(20);  
  text("Your choice led to failure.", width / 2, 330);  
  
  text("Click or press R to return to Start.", width / 2,  
380);  
}
```

#### 💡 Why this counts:

This reinforces the **branching outcome** of the decision made on the game screen.