

Project/Assignment Decisions

Side Quests and A4 (Individual Work)

One significant change I made was redesigning the blob's movement and environment to better show anxiety. I changed its position, visual properties, movement behaviour, and added noise-based randomness to make it feel more unstable. I made this decision because the original movement felt too predictable and didn't clearly communicate the emotion I wanted. These changes made the experience feel more dynamic and helped express anxiety more clearly.

Role-Based Process Evidence

Entry Header

Name: Senuji Thennakoon

Role(s): Coder

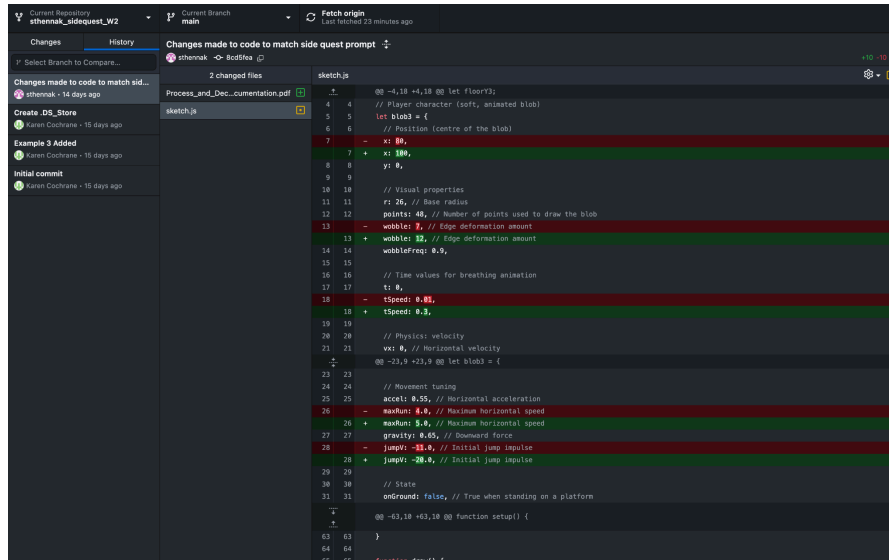
Primary responsibility for this work: Coding for Sidequest W2

GenAI Documentation

No GenAI was used for this task.

Appendix

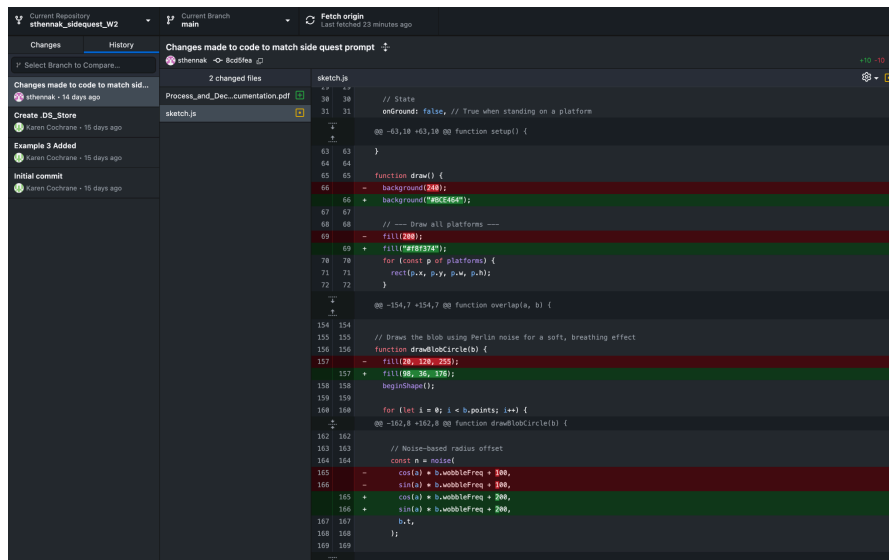
GitHub Repository History of Changes



This screenshot shows the GitHub repository history for 'sthenak_sidequest_W2'. The 'Changes' tab is selected, displaying a list of commits on the left and a diff view of 'sketch.js' on the right. The diff shows changes between the 'main' branch and a commit by 'sthenak' 14 days ago. The changes include updates to player character properties, visual properties, movement tuning, and physics velocity.

```
2 changed files
Process_and_Documentation.pdf
sketch.js

@@ -4,18 +4,18 @@ let floorY;
4 4 // Player character (soft, animated blob)
5 5 let blob3 = {
6 6 // Position (centre of the blob)
7 7 - x: 0,
7 7 + x: 100,
8 8 y: 0,
9 9
10 10 // Visual properties
11 11 r: 25, // Base radius
12 12 points: 40, // Number of points used to draw the blob
13 13 - wobble: 1, // Edge deformation amount
13 13 + wobble: 0.5, // Edge deformation amount
14 14 wobbleFreq: 0.9,
15 15
16 16 // Time values for breathing animation
17 17 t: 0,
18 18 - tSpeed: 0.01,
18 18 + tSpeed: 0.3,
19 19
20 20 // Physics: velocity
21 21 vx: 0, // Horizontal velocity
22 22 // -25,0 +25,0 @ let blob3 = {
23 23
24 24 // Movement tuning
25 25 accel: 0.55, // Horizontal acceleration
26 26 - maxRun: 0.0, // Maximum horizontal speed
26 26 + maxRun: 5.0, // Maximum horizontal speed
27 27 gravity: 0.65, // Downward force
28 28 - jumpV: -10.0, // Initial jump impulse
28 28 + jumpV: -20.0, // Initial jump impulse
29 29
30 30 // State
31 31 onGround: false, // True when standing on a platform
32 32
33 33 // @ -63,10 +63,10 @ function setup() {
34 34
35 35 }
36 36
37 37 function draw() {
```



This screenshot continues the GitHub repository history for 'sthenak_sidequest_W2', showing the diff view of 'sketch.js' from the previous commit. The changes include updates to the 'draw' function, including background color, platform drawing, blob drawing with Perlin noise, and noise-based radius offset.

```
38 38 // State
39 39 onGround: false, // True when standing on a platform
40 40
41 41 // @ -63,10 +63,10 @ function setup() {
42 42
43 43 }
44 44
45 45 function draw() {
46 46 - background(200);
46 46 + background(100, 100, 100);
47 47
48 48 // --- Draw all platforms ---
49 49 - fill(100);
49 49 + fill(100, 100, 100);
50 50 for (const p of platforms) {
51 51 rect(p.x, p.y, p.w, p.h);
52 52 }
53 53
54 54 // @ -154,7 +154,7 @ function overlap(a, b) {
55 55
56 56 // Draws the blob using Perlin noise for a soft, breathing effect
57 57 function drawBlobCircle(b) {
58 58 - fill(100, 100, 100);
58 58 + fill(100, 100, 100);
59 59 beginShape();
60 60 for (let i = 0; i < b.points; i++) {
61 61 // @ -162,8 +162,8 @ function drawBlobCircle(b) {
62 62
63 63 // Noise-based radius offset
64 64 const n = noise(
65 65 - cos(a) * b.wobbleFreq * 100,
66 66 - sin(a) * b.wobbleFreq * 100,
67 67 + cos(a) * b.wobbleFreq * 100,
68 68 + sin(a) * b.wobbleFreq * 100,
69 69 b.t,
70 70 );
71 71 }
72 72
73 73 }
```