

Process & Decision Documentation

Side Quest #3 Decisions

At the beginning of coding, what I struggled with most was trying to visualize how the paths of the game would be like a tree branch. I took out a piece of paper and drew my scenes and labeled each accordingly. This also helped with the naming of the functions or code, as I ran into issues of pages not loading because of incorrect naming.

GenAI Documentation

No documentation was used in this assignment.