

## Process & Decision Documentation

Project/Assignment Decisions

Side Quest

**Focus On:** I focused on understanding how to code in multiple game states. I wanted to create a maze game through the different multiple game states. Through this side quest I was able to understand the benefits of using multiple game states and how it lets you focus one part of the game at a time and be organized.

### Entry Header

**Name:** Vrunda Popawala

**Role(s):** Editor

**Primary responsibility for this work:** Creating an interactive game which was a maze game through multiple game states.

### *Goal of Work Session:*

Create and edit the code in visual code to understand how to use multiple game states.

### GenAI Documentation

GenAI was used (keep each response as brief as possible)

**Date Used:** Feb 2nd, 2026

**Tool Disclosure:** ChatGPT 5.2

**Purpose of Use:** To help me create an interactive game which I chose to create a maze game.

**Summary of Interaction:** I asked GenAI to help me create a maze game by asking how to code it. I started off with the start file first then moved on to the different files until I was satisfied with the results. To get the code I kept asking multiple prompts.

**Human Decision Point(s):** I kept modifying the code it gave to improve the game. Whether to include other/more features or include all the features.

**Integrity & Verification Note:** Kept testing the game after I implemented a new code. Through this I understood every code GenAI gave was not accurate. If the code broke I ask it to fix it however it won't do anything so I kept on having to read the code to the best of my ability and try to fix it myself and ask GenAI for more help when needed. All decisions and prompts were made by me.

**Scope of GenAI Use:** GenAI helps to create the game by giving the code I can use to implement my vision. In order to implement my vision I gave the prompts on what I wanted. At the end I had the final judgement on whether or not that's what I wanted the game to look like.

**Limitations or Misfires:** Since GenAI can recall everything I asked, sometimes when I ask to help fix my code it does not always help. I felt this was due to all the messages and kept messing up what I needed help on. When trying to make the maze (the brown lines) I tried writing out a detailed prompt with no spelling or grammar mistakes to see if that would help and to conclude it did not make much of a difference.

I.e My typical prompts would be

“this is what I have make the maze clear with a start and finish in dark brown lines not a bunch of randome line, maze like something you would see in the game Pac-Man”

Whereas then I would try a detail prompt

“defined paths and walls, with a clearly marked START point and a clearly marked finish point on opposite sides the red x . The paths should guide the user visually, encouraging them to follow along as if solving the maze. The design should feel interactive and exploratory, with enough complexity to be engaging but still solvable”

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

- I gave all the prompts how I want the game to work
- Help fix the code when it broke
- Tried some of the suggestions
- Iterating and modifying the code

#### *Decision Points & Trade-offs*

- What features should I include?
- Keeping the game simple since it kept breaking often.
- Decide if I should keep iterating or keep what I have.

I.e. In the game I also wanted to add a timer however struggling to make the game itself I decided not to. And choose to focus on understanding the game states

#### *Verification & Judgement*

- Test the code each time I change the code.
- Decide what I wanted to keep
- Even though the game does not fully work I'm okay with that because through this side quest I was able to understand how to use multiple states.

*Limitations, Dead Ends, or Open Questions*

- Since coding is not my strong suit it was frustrating when the code broke and I didn't know why. I tried to ask GenAI to help but could not always fix it. For example the collision in the game does not work. I noticed for it to work the user couldn't move down on the other half of the canvas and when I tried to fix that the collision wouldn't work. In the end I couldn't figure it out and reflecting now I do wish I understood code more. I know I won't be able to understand everything by the end of the term but I will make an effort to learn.

## **Appendix:**

Since the transcript is fairly long I have attached the link.

**Link:** <https://chatgpt.com/share/6981579d-a9c0-800e-b5a2-1b99ead527ee>