

Process & Decision Documentation

Project/Assignment Decisions

Side Quest

Focus On: I focused using a JSON file to add falling obstacles to the given code. The game uses a loop for falling obstacles the user must avoid if they get hit; it restarts if they reach the last platform they win.

Entry Header

Name: Vrunda Popawala

Role(s): Editor

Primary responsibility for this work: Using arrays or JSON data to add objects on a loop.

Goal of Work Session:

Understanding of arrays or JSON data works and using loops add objects.

GenAI Documentation

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

Date Used: Feb 7th, 2026

Tool Disclosure: ChatGPT 5.2

Purpose of Use: To help add objects on a loop using JSON data.

Summary of Interaction: I asked specific prompts to create the falling objects, if the code wasn't working and questions on what files needed to edit.

Human Decision Point(s): Checked all the outcomes of the prompt, modifying the codes, considering adding more features or not. Overall having the final judgement and say on how the final results should look.

Integrity & Verification Note: Testing the code everything I added something to see if it's working properly and if that's what I'm looking for. Making sure the outcome aligns with the assignments expectations.

Scope of GenAI Use:

- GenAI helped me add the falling objects.
- Asking for clarification on what it gave.
- There were few times I took the suggested idea.

Limitations or Misfires: There were times where the platforms were placed in an odd spot, I asked to fix it but in the end it couldn't so I manually changed it to the original platform. Another one was when it generated a code it would not tell me that I needed to make changes in more than one file in a clear way so I had to keep asking follow prompts to ensure I'm making the changes in the right spot.

Summary of Process (Human + Tool)

- Accepting ideas from GenAI.
- Creating all the prompts myself.
- Changed the colour of the background and blob myself.
- Iterating the code.
- Asking for clarification on where the code needs to be added or if I need it.

Decision Points & Trade-offs

- Had to keep the platform in the original spot since when it changed it would place in a spot the user can't reach using the keyboard.
- Whether or not I should make the game difficult or not. I chose not to.
- How I want the game to look and if I should win a screen.

Verification & Judgement

- Ran the code each time I made a change.
- Made a call if I should accept the suggestions.
- Keeping checking the assignment expectations.

Limitations, Dead Ends, or Open Questions

I found it a bit difficult to understand how the arrays or JSON data works so I kept the game simple, and couldn't explore it to the fullest and add creative features.

Appendix:

For the transcript I have attached the link.

Link: <https://chatgpt.com/share/6987b993-18f4-800e-84fd-9e0f42323e4e>