

## Process & Decision Documentation

### Project/Assignment Decisions

**Focus on:** I focused on adding an obstacle to the blob level game within a JSON file. I added spikes as a collision in the game.

### Entry Header

**Name:** Vrajani Popawala

**Role(s):** Editor and Coder

**Primary responsibility for this work:** Editing the code for the blob game. Adding obstacles to the game.

**Goal of Work Session:** To understand how to change the files within the code. To understand arrays and JSON files. The goal was to add obstacles or using loops.

### GenAI Documentation:

#### GenAI was used

**Date Used:** February 7th, 2026

**Tool Disclosure:** ChatGPT 5.2

**Purpose of Use:** GenAI helped me create the obstacles in the game. It clarified what file I was supposed to change to achieve my goals of the game. It gave suggestions of what I could add.

**Summary of Interaction:** I gave GenAI prompts for the obstacle I wanted to create like creating the spikes and the collision. I asked GenAI to clarify where I am supposed to be coding. I reviewed all the suggestions GenAI gave.

**Human Decision Point(s):** I chose what game to create and created the prompts. Decide which GenAI suggestions to keep and reject. Choose all the colours of the game.

**Integrity & Verification Note:** All prompts were made by me. I reviewed the sidequest outline to make sure I was creating the right game. I tested the code and made suggestions when it didn't align with what I wanted.

**Scope of GenAI Use:** GenAI created the code for the spikes and collision and was reviewed by me. GenAI gave suggestions for what I could add in the game and I reviewed what I wanted and rejected the other suggestions.

**Limitations or Misfires:** Some of the limitations was it would get rid of stuff that I didn't want too. For example at first I wanted to create a game where there were falling objects the blob had to avoid. However, it kept getting rid of the levels and when I asked to keep the levels it wouldn't. So I ended up changing my idea.

**Summary of Process (Human + Tool):** I gave GenAI the prompts for the obstacles in the blob game. I asked for clarification of the files and GenAI explained them. I tested the code and iterated the prompts when I didn't like the output of the game code.

**Decision Points & Trade-offs:**

- Had to change my original game when it wasn't working
- Chose to keep the game simple with fun colours

**Verification & Judgement:**

- Tested the all the code
- Made sure the game was running smoothly
- Chose what GenAI suggestion to keep and reject the ones I didn't want

**Limitations, Dead Ends, or Open Questions:** GenAI doesn't always understand what I want especially when the chat gets long and there are a lot of prompts asking to fix what it messed up on.

**Appendix:**

Link to the GenAI transcript:

<https://chatgpt.com/share/6987bd08-2bdc-800f-899f-30a26941d9f7>