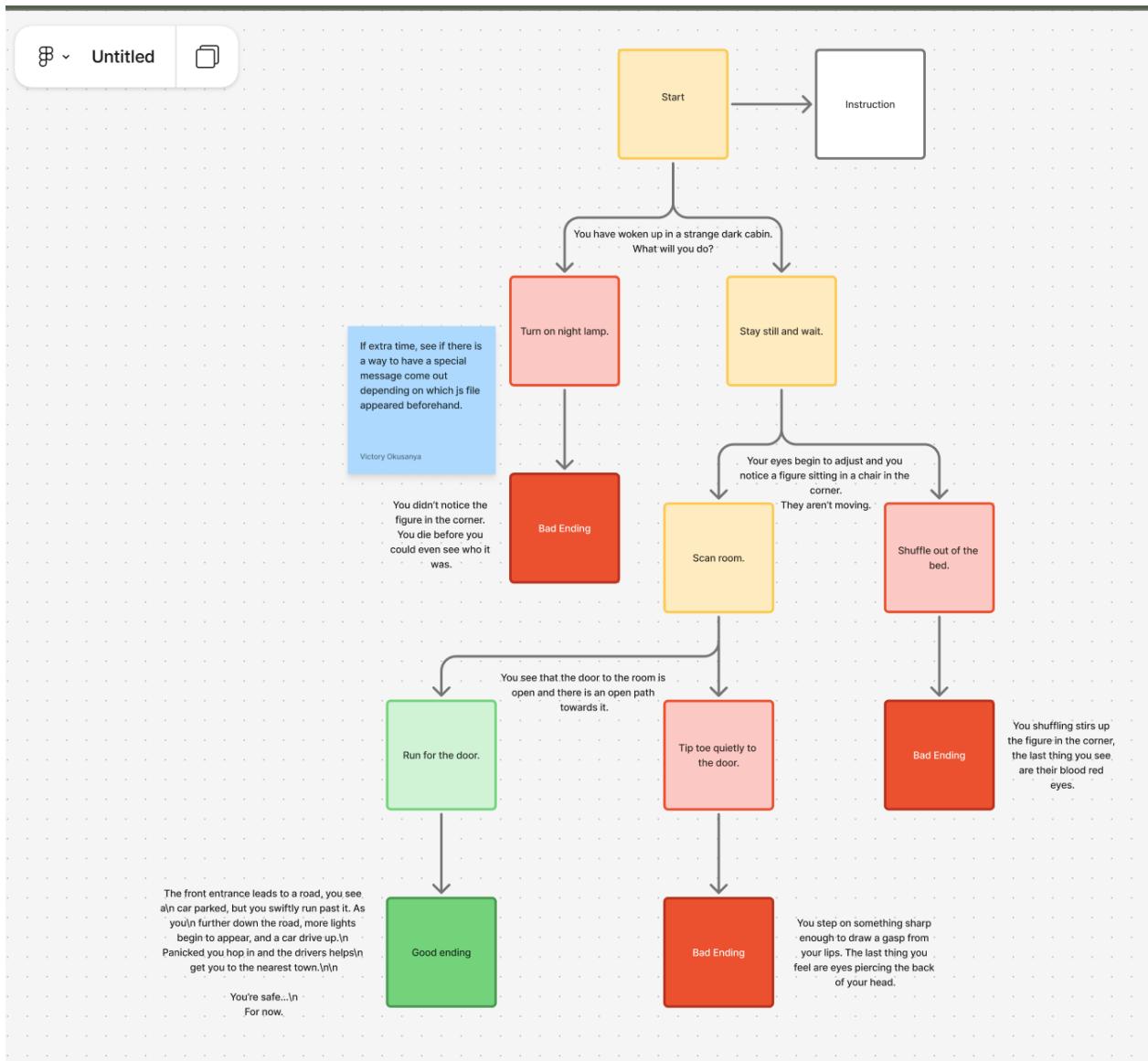


Process & Decision Documentation

Project/Assignment Decisions

I started the planning of the assignment in Figma jam, and that just made the overall documentation of my work easier to compute to coding language. I decided to multiple the start.js so I'm able to make multiple choice decision pages. I also decided to stylize to home screen and the game to fit the horror game vibe.



Side Quests and A4 (Individual Work)

For Side quest 2, the change I made to the example was to create a choice best game that followed an choice your own journey horror game that had only 1 good ending. I thought that removing the previous chance game format and input an interactive story would make a more intriguing effective story that players felt control over.

Role-Based Process Evidence

Entry Header

Name: Victory Okusanya

Role(s): Project coordinating and completer of project.

Primary responsibility for this work: Complete assignment and evolve off previous drafts and codes.

Goal of Work Session

- Drafting an initial script for game and plan User/gamer flow map.
- Narrowing or reframing class example
- Stylize the design of the multiple choice horror game.

Tools, Resources, or Inputs Used

- Lecture Notes
- GenAI
- Prior drafts or code
- External references (intext/code citations)

GenAI Documentation

Date Used: February 5, 2026

Tool Disclosure: Agent VSD AI chat

Purpose of Use: To debug the code. Had issues with the order that js pages where being called.

Summary of Interaction: The tool provided useless information that didn't address the issue I was trying to tackle.

Human Decision Point(s): I ultimately figured that the issue was a naming issue and made the changes without AI help.

Integrity & Verification Note: I read the prompt answer and say that it wasn't relevant to the issues I expressed.

Scope of GenAI Use: GenAI didn't help with anything.

Limitations or Misfires: It did poorly at interpreting my request and reason for seeking its help.

Summary of Process (Human + Tool)

Describe what you did, focusing on process rather than outcome. This may include:

- I had created a game structure for the game to hopefully emulate the theme for side quest 2. I also wrote up the script, outcomes and decisions for the storyline.

Limitations, Dead Ends, or Open Questions

- Due to time I had to make the storyline shorter.
- Is it possible for a specific custom message to appear based on the previous page, the incorrect answer they choice.

Appendix

CHAT

ISSUE WITH "SIT STILL" SCENE CHANGE FUNCTIONALITY

💡 Tip: You can undo Copilot's changes to any point by clicking Restore Checkpoint.

why when I click "Sit Still" does my changing of the current scene to room not work?

JS `wakeup_d1.js`

- ✓ Optimizing tool selection...
- ✓ Reviewed main.js and the_room_d2.js

Let me check the `index.html` to see if all scripts are loaded in the correct order:

- ✓ Reviewed 3 files and searched for `isHover` regex

Looking at your code, the logic appears correct—when you click "Sit Still" (`opt2Btn`), `wakeupMousePressed()` should set `currentScreen = "room"`, and then `drawRoom()` should be called on the next frame.

However, I notice a potential issue in your `wakeupKeyPressed` function. The keyboard checks are comparing `keyCode` to strings ("A" and "B"), but `keyCode` returns **numbers**:

```
if (keyCode === "A") { // Wrong: keyCode is a number, not a string
```

This should be:

```
if (keyCode === 65) { // 65 is the keyCode for 'A'  
  currentScreen = "lose";  
} else if (keyCode === 66) { // 66 is the keyCode for 'B'  
  currentScreen = "room";  
}
```

For the **mouse issue**, can you verify:

1. **Are you on the correct screen?** Make sure `currentScreen === "first_act"` (check your start screen to see how you transition there)
2. **Is the cursor changing to a hand?** Hovering over the button should show a hand cursor—if not, the button coordinates might be wrong
3. **Check the browser console** for any JavaScript errors (press F12 in your browser)

If the mouse clicks still don't work after checking these, try adding a temporary `console.log()` to debug:

`the_escape_d3.js`

Describe what to build next

CHAT

ISSUE WITH "SIT STILL" SCENE CHANGE FUNCTIONALITY

If the mouse clicks still don't work after checking these, try adding a temporary `console.log()` to debug:

```
function wakeupMousePressed() {
  console.log("opt1Btn hover:", isHover(opt1Btn));
  console.log("opt2Btn hover:", isHover(opt2Btn));

  if (isHover(opt1Btn)) {
    currentScreen = "lose";
  } else if (isHover(opt2Btn)) {
    currentScreen = "room";
  }
}
```

This will tell you if the button collision detection is working correctly.



This is the error: main.js:80 Uncaught ReferenceError: roomMousePressed is not defined
at mousePressed (main.js:80:38)
at 302.n.default._onmousedown (p5.min.js:2:605148)

But I do define roomMousePressed?

✓ Reviewed the_room_d2.js

Found it! The issue is in `main.js:73`. The `roomMousePressed()` function is being called **without optional chaining**, while some other functions use it:

```
else if (currentScreen === "room") roomMousePressed(); // Line 73 - NO CHAINING
else if (currentScreen === "win") winMousePressed?.();
else if (currentScreen === "lose") loseMousePressed?.(); // WITH optional chaining
```

Even though `roomMousePressed` is defined in `the_room_d2.js:59-66`, if there's any timing issue or if the function isn't immediately available, it throws an error.

The fix is to make all function calls consistent by using optional chaining (`?.(())`) throughout:



CHAT

ISSUE WITH "SIT STILL" SCENE CHANGE FUNCTIONALITY

The fix is to make all function calls consistent by using optional chaining (`? .()`) throughout:

- ✓ Updated main.js

Now let me fix the same issue in `keyPressed()`:

- ✓ Reviewed and updated main.js

Done! I've updated both `mousePressed()` and `keyPressed()` in `main.js` to use optional chaining (`? .()`) for all function calls. This prevents errors if functions aren't immediately available.

The optional chaining operator safely calls the function only if it exists—if `roomMousePressed` isn't defined, it returns `undefined` instead of throwing an error. This makes the code more robust and consistent.



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Uncaught ReferenceError: roomMousePressed is not defined
at mousePressed (main.js:80:38)
at n.default._onmousedown (p5.min.js:2:605148)

- ✓ Reviewed main.js, lines 65 to 85

The code changes look correct. The issue is likely that **your browser hasn't reloaded the updated file**. Try:

1. **Hard refresh** your browser: `Ctrl+Shift+R` (or `Cmd+Shift+R` on Mac)
2. Or open **Developer Tools** (F12) → **Application** tab → clear the cache

If you're still seeing the error after that, there might be a load order issue. Let me verify the script order in your HTML is correct:

- ✓ Reviewed index.html

The script load order is correct—`the_room_d2.js` loads before `main.js`, so `roomMousePressed` should be defined.

You're most likely seeing a cached version of the old code.

After you hard refresh (`Ctrl+Shift+R`), the error should disappear because the code now safely uses optional chaining (`roomMousePressed?.()`) which won't throw an error if the function doesn't exist.

CHAT

ISSUE WITH "SIT STILL" SCENE CHANGE FUNCTIONALITY

```
No it has, I keep getting this: Uncaught ReferenceError: drawRoom is not defined  
at draw (main.js:54:38)  
at e.default.redraw (p5.min.js:2:543000)  
at _draw (p5.min.js:2:467912)Understand this error  
3main.js:80 Uncaught ReferenceError: roomMousePressed is not defined  
at mousePressed (main.js:80:38)  
at n.default._onmousedown (p5.min.js:2:605148)
```

- ✓ Reviewed the `_room_d2.js` and searched for matching files

The functions are defined in the file. The problem is likely that **the file isn't being loaded by your browser at all**. Check the **Network tab** in your browser's Developer Tools (F12 → Network) to see:

1. Is `the_room_d2.js` actually being loaded? (It should have a 200 status code)
2. Or is it getting a 404 error?

This might be a **file path issue**. Your HTML has:

```
<script src="the_room_d2.js"></script>
```

Make sure you're serving the files from a **local web server** (not opening the HTML directly with )**,** because relative paths need a proper server.

Try running a quick local server in your workspace directory:

- ✓ `cd "c:\Users\vctok\OneDrive - University of Waterloo\Documents\UW\OneDrive - University of Waterloo\Documents\UW\Y3\302\vvrokusa_sidequest_W3" ; python -m http.server 8000`
- ✓ Considered using Node.js with `npx http-server`

Let me try with Node:

- ✓ `cd "c:\Users\vctok\OneDrive - University of Waterloo\Documents\UW\OneDrive - University of Waterloo\Documents\UW\Y3\302\vvrokusa_sidequest_W3" ; npx http-server -p 8000`
- ✓ Checked background terminal output

Let me wait for it to start and check again:

- ✓ Checked background terminal output

Let me wait for it to start and check again:

- ✓ Awaited terminal completion

Let me kill that and get more specific information about your setup:

- ✓ Executed terminal command

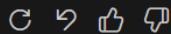
The issue is that `js the_room_d2.js` **isn't being loaded by your browser**. This is almost certainly because you're opening `index.html` directly with `file://` protocol instead of through a proper web server—relative paths don't work that way.

How are you running your game? Are you:

- Opening `index.html` directly by double-clicking it? This won't work
- Using VS Code's Live Server extension? This will work
- Running a local web server? This will work

Quick fix: Install the [Live Server extension](#) for VS Code, then right-click `index.html` and select "Open with Live Server". This will properly serve all your files with correct relative paths.

Alternatively, you can see in the VS Code status bar if you already have Live Server—look for a port number icon at the bottom.



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