

Process & Decision Documentation

Project/Assignment Decisions

For this side quest, I decided to limit the number of original “states” and choices that I wanted to include as part of the story. As a beginner coder and with time constraints, I had a difficult time organizing all the different game states. The more states there were, the harder it became to debug. To keep it simple, I decided to limit the branches of each option. All the options either lead to 1 of 2 final states: promoted or fired. This allowed me to focus on understanding the basic logic of a few connected game states and also have enough time to enhance the visual aspects of the game.

Role-Based Process Evidence

GenAI Documentation

Date Used: January 31 – February 1

Tool Disclosure: ChatGPT 5.2

Purpose of Use: Brainstorming, learning concepts, debugging, writing code snippets.

Summary of Interaction: I provided ChatGPT with the initial sample code files and then used it to generate story ideas, visualization ideas, and ways to improve my code. I iterated over some of the ideas, proposing new directions to see what other things the AI could suggest. I also asked for clear directions in terms of how to implement this in the code and then worked with it to debug any issues.

Human Decision Point(s):

- Initial story ideas provided were too vague, simple, and not creative (e.g. choosing a door). Instead, I provided my own ideas to see if ChatGPT could expand on them or come up with possible solutions for execution.
- The ideas for visualizations provided by ChatGPT were out of the scope of this assignment (e.g. animations) I rejected these ideas, and instead suggestions some simple icons/imagery that they could help me with completing.
- I modified suggestions for text and titles in each story state, due to the lack of description and creativity. Since a funny, realistic narrative is more engaging for the user, I decided to write them myself.

- When editing the code, ChatGPT would not edit the original names of the buttons, states, functions, etc, claiming that it was “not necessary”. I decide that renaming these would be less confusing to follow along, and was good practice.

Integrity & Verification Note: All ideas in the modified code were based off my prompts, or personal ideas. I did not use the ChatGPT game code without thorough testing for bugs, usability issues, and other errors. Through various prompt iterations and manual adjustments, I ensured that the result matched the creativity and quality requirements of this Side Quest assignment.

Scope of GenAI Use: All code was not used directly without edits and verification of functionality. ChatGPT did not contribute to writing the text for the story, colour/font visual design choices, or the basic narrative structure. The ideas for certain functionality, such as the random “cooked” or “burnt” oven state, or key presses for choosing option 1 or 2, were proposed by me and iterated over with ChatGPT.

Limitations or Misfires: Note what the tool did poorly, misunderstood, or could not account for.

- Could not account for visual inaccuracies. For example, when adjusting the arm position of a character on screen, it provided numbers that made the arm go off the shoulder.
- Struggled with understanding connections between multiple game states. When trying to debug certain functions, ChatGPT suggested false/inaccurate solutions based on changing other game states (that did not have any issues)

Summary of Process (Human + Tool)

- Provided ChatGPT with context of various example files
- Brainstormed initial storyline ideas with ChatGPT
- Proposed personal ideas for implementation strategies
- Selected simple strategies and designed a basic narrative storyline (using ChatGPT as an aid for this process)
- Added new files and developed a visual style by searching for colour codes/fonts
- Asked ChatGPT for code to develop visual icons quickly and edited outputs based on positioning/sizing needs
- Worked on debugging states to flow smoothly with one another, using ChatGPT to flag any areas that may be causing issues

Decision Points & Trade-offs

- Decided to simplify my original storyline idea, where each option leads to more options (like a choose your own adventure).
- This led to a more simplified gameplay experience, where the chef goes from prepping -> cooking -> promoted / fired
- The choice was made due to time constraints and after struggling with debugging multiple game states at once.

Verification & Judgement

I verified that this decision was appropriate by reviewing the Side Quest assignment document. I ensure that my final code was functional, and that it met the prompt requirements of having multiple game states.

Limitations, Dead Ends, or Open Questions

- How can I better use GenAI to handle coding projects with multiple game states/files?
- How can I provide the appropriate context to GenAI so the most effective debugging solution will be outputted?

Appendix

Full ChatGPT Transcript Link: <https://chatgpt.com/share/697e6050-7118-8009-a851-1c7aa0bf38a0>