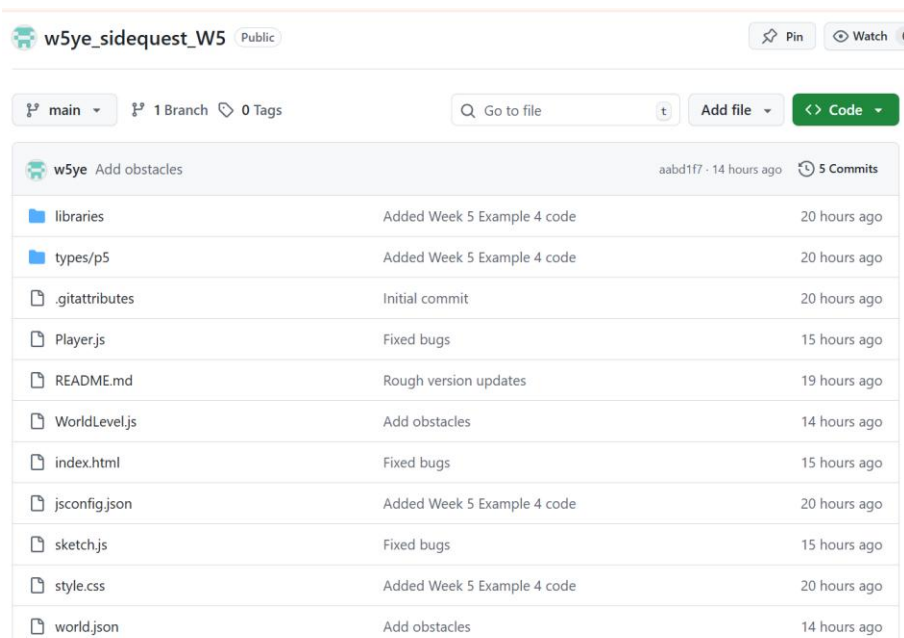# Process & Decision Documentation

Project/Assignment Decisions

For this side quest, I decided to not pursue my idea of adding a camera-like frame around the entire screen. I initially wanted to pursue this idea for added visual interest and creativity. However, after various attempts with ChatGPT to write the code, it ended up causing more bugs and inconsistencies to fix. I decided to omit this idea, as it didn't really add much functionality to the meditative experience, and it was taking a long time to implement. By making this decision, I was able to focus on the completion of other parts of the code that were more important to me, such as adding the shapes/obstacles as part of the background experience.

Role-Based Process Evidence

I committed the code several different times to GitHub, iterating over different versions. For instance, the rough version had the basic 4 regions mapped out but didn't have enough functionality or differences between each version yet.

GenAI Documentation

Date Used: February 16-17

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 meditative world 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):

- I modified ideas that ChatGPT proposed, since they were more incomplete and vague. For instance, ChatGPT suggested "Memory Zones" with subtle changes in camera behaviour. I iterated on this idea and proposed an initial neutral zone, and 4 different regions, each with different changes in both camera and player behaviour.
- ChatGPT also provided code suggestions for implementing new features, such as "smoother transitions" or "adding a camera frame". However, I overruled these outputs due to how they were causing inconsistencies in the code.
- When debugging, I iterated over the solutions provided, since they oftentimes were not complete and did not fix the problem. I decided to provide additional context and flag possible areas/files to check directly.

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 the ideation of the "4 regions, 1 neutral zone" concept, writing the text, colour/font visual design choices, and functionality ideas such as each region having a different shaped obstacle.

Limitations or Misfires:

- When providing code, ChatGPT often did not include context for what particular file and section the code needed to be in, causing confusion.

- Could not account for visual inaccuracies. For example, ChatGPT claimed to have split the sections into 4 regions around the circle, but they were still split into rectangular sections. It also generated colour changes for the player that were too similar to the background of each region, making it difficult to see them.
- Misunderstood requests for generating random objects in each particular region. Initial version had random shapes around the entire space.
- Struggled to provide clear solutions to debugging errors when linked to multiple files.
- Adding new functionality using ChatGPT, such as the player movements and camera frame idea, needed to be iterated on due to the number of bugs it would cause.

Summary of Process (Human + Tool)

- Provided ChatGPT with context of various example files
- Brainstormed initial meditative world ideas with ChatGPT
- Developed a general idea based on some functionalities provided by ChatGPT (e.g. different regions have different behaviours)
- Asked for code suggestions to begin implementation of the 4 regions (basic shapes and colours)
- Checked for issues in visual design, prompted ChatGPT to increase the distinction between each region.
- Changed font, region names, and colours to enhance the design.
- Brainstormed additional functionality such as player/camera behaviour in each region and different obstacle shapes. Asked for suggested code edits to implement each function.
- Worked on debugging inconsistencies and errors causes by changes with ChatGPT. Tested solutions and prompted ChatGPT to verify the functionality of certain files/sections of code.

Decision Points & Trade-offs

I decided to implement obstacles/shapes across the entire world because it greatly enhances the "explorative" aspect of the meditative experience. Due to initial difficulties getting the shapes to generate within their own region and within the world map, I considered making the shapes just appear everywhere. However, I decided to test and debug this piece of code, because it felt much more purposeful that each region had their own types of obstacles, reducing confusion for the player in terms of what region they are in.

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 creating a meditative camera experience that scrolls through a world larger than on screen.

Limitations, Dead Ends, or Open Questions

- How can I test new pieces of code suggested by ChatGPT while ensuring that it doesn't cause inconsistencies with my current code?

Appendix

Full ChatGPT Transcript Link: https://chatgpt.com/share/6994afec-15b4-8009-9398-4b406fb60357