

# Process & Decision Documentation

## Entry Header

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Primary responsibility for this work: Editing the given code to create emotion using the blob.

### *Goal of Work Session*

The goal of this work session is to familiarize myself with the different style and editing tools I can use in a p5.js file to change the appearance of an object. Using the provided template example, I had to change some of the variables to evoke a certain emotion.

### *Summary of Process (Human + Tool)*

After listening to the lecture, I applied some of the style changes to my code. I read through the comments to determine which lines would be the most useful to me to change. Then, I picked out an emotion and changed the variables to try to match the emotion I was thinking of. Since I wanted to display anger, I realized I wanted pointy and sharp edges that constantly jabbed out. Thus, I looked at the lines provided and changed numbers according to what I wanted, checking LiveServer constantly to ensure my code runs smooth and how I want it to run.

## Appendix

No GenAI was used.

Thus, to create this side quest, I examined the different lines and determined which ones I needed to change to create the emotion I wanted to portray. I changed the colour, the wobble, and speed of the blob. I made it red through finding out the RGB code on the internet and experimented with speed and wobble. I adjusted the numbers, checking LiveServer with every change to determine if I was adjusting the numbers in the right direction. Only when I was satisfied by what I saw on LiveServer, did I push to publish the changes on GitHub.