

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.