

# Process & Decision Documentation

## Project/Assignment Decisions

The goal of this assignment is to make changes to existing files for an object and background, and alter its environment and visual look to represent a specific emotion.

### Side Quests and A4 (Individual Work)

I made some changes to the blob object's movement and the environment's colour to represent the emotion of anxiety. For the blob, I made the animation more erratic and increased the speed of the movement as well. For the background I made a rapid changing colour to show a chaotic environment.

### Role-Based Process Evidence

- **Orange.** Fear plays a big role in this anxiety as well, but unlike red, orange is usually rooted in something stressful that is really happening in your life. You could be fighting a serious medical issue and worrying about losing the fight. You could be having financial trouble that results in routine stress but the anxiety magnifies it to monstrous proportions. I've had both varieties, with the disease taking the form of Crohn's Disease and excruciating back pain. Medication has helped here, too, but therapy to sort reality from a runaway imagination was key.

<https://theocddiaries.com/fear-and-anxiety/the-five-colors-of-the-anxiety-rainbow/>

I originally did a bit of research prior to see what color best represents anxiety, and the one that stood out to me was the color orange. I did some experimenting by changing the color of the blob to orange, but as an overall look, it didn't seem to represent anxiety that well, at least to me.

I then chose to change the other variables to make the movement more erratic. This was done by altering the object variables that were defined already in the code. I also played around with the gravity and the jump velocity. The goal was to make the blob move around faster, and the overall shape to be more rigid and erratic, as it was supposed to induce anxiety for the player. For the color I chose a dark grey, I didn't go with the pure black since it was a bit harsh.

After making these changes, I wanted to then move onto making changes into the background and environment, since I wanted to follow the same erratic look, I realized that keeping it a solid color would not suffice or represent anxiety in the way that I wanted to. What I ended up doing was creating a function called `backgroundColor`. Essentially what this function does is generate three random integers between 0 and 255 which are used to create a random color by storing the values within an array. Then, within the draw function, using the background function I used those same values in order to change the background. I then also set an interval time as for how often the background color will change within the setup function. The final result was the background having erratic changing colors. As for the platforms, I kept it a similar dark color as the blob, the reason as to why was to keep some level of consistency.

```
function backgroundColor() {  
  backgroundColor = [random(0, 255), random(0, 255), random(0, 255)];  
}
```

```
function draw() {  
  background(backgroundColor[0], backgroundColor[1], backgroundColor[2]);
```

```
// Visual properties  
r: 30, // Base radius  
points: 20, // Number of points used to draw the blob  
wobble: 25, // Edge deformation amount  
wobbleFreq: 2,
```

```
// Movement tuning  
accel: 0.6, // Horizontal acceleration  
maxRun: 8.0, // Maximum horizontal speed  
gravity: 0.8, // Downward force  
jumpV: -13.0, // Initial jump impulse
```

```
setInterval(backgroundcolor, 300);
```

```
2 // Draws the blob using Perlin noise  
3 ✓ function drawBlobCircle(b) {  
4     fill(20);  
5     beginShape();
```

```
// Time values for breathing animation  
t: 0,  
tSpeed: 0.1,
```

### *Goal of Work Session*

The goal of this work session was to experiment with different defined variables for both the blob object and the environment it was in. By keeping the emotion 'anxiety' in mind, I had to change these variables so that they could represent this emotion through visual changes.

### *GenAI Documentation*

No GenAI was used for this assignment.

### *Decision Points & Trade-offs*

Some of the options I originally considered was just changing the color to orange, but I think the final iteration was a better fit to my emotion, as the background was changing rapidly to create a sense of disorientation, along with the quick and erratic movements of the blob object itself.

### *Verification & Judgement*

Although originally I made my design decisions based on assumptions, I decided to validate them through testing by asking a few people what their original impression is of the project and what emotion they feel represents it. For the most part most of them had stated some type of stress or anxiety. This helped validate my assumptions for the design change.

### *Limitations, Dead Ends, or Open Questions*

I wonder if there is anything else I could have done to help make it even more clear, perhaps adding additional objects moving in the background rapidly can also make a difference.