

# Process & Decision Documentation

## Project/Assignment Decisions

The goal of this assignment is to make changes to the original code provided, to make both the object and environment embody a specific emotion.

## Side Quests and A4 (Individual Work)

I made some changes to the blob object's movement and the environments 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

I did a bit of research before-hand originally, I wanted to see what colour is known for representing anxiety, and at first I got the colour orange. I tried to change the colour to orange but it felt like it wasn't a clear representation. Instead, I chose to change the environment and movement in a way that would make the user feel anxious instead. I made it so the background changes colours quickly, and the movement of the blob is more erratic. In the end I feel like these changes were able to embody anxiety a bit better.

### *Goal of Work Session*

My goal is to have changed the environment and the properties of the object to help represent the emotion of anxiety.

### *GenAI Documentation*

No GenAI was used for this project.

### *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.