Log for Week 8

## 1/28/19

Making this game is making me think how actual game developers have to think. Or at least I think so. It is really cool seeing fast changes. I feel like I can make a really cool and fun game that people will actually want to play. The only part that is making me nervous is making this on other platforms because as of right now it only works on the computer. It should be a nice challenge for these last couple of weeks but this is where kids become men and settle down and get things done.

## 2/3/19

I have been putting little time into this game. I come to realize the game isn’t where it needs to be and the proposal either. I added camera movement and download a couple of new enemies. I’m focusing on making the entire world and have the player move through it. After I will work more on the players attacking being that it kind of doesn’t work but does. After that I will work on getting more enemies where they need to be and be able to attack the player once he gets near.

I’ve been thinking a lot on paper and the way to go about these things is all wrong. I’ve taken a step back and went back to basics. I want to finish the game in a couple days that way I can put this on either mobile or some other device. I fear that I won’t impress the people that are going to be seeing the game on presentation day.

While working on this I have been thinking a lot of how I’m going to present this. It isn’t hard I just have to be ready to be criticized.