

Me a year ago

I was pretty excited to finally get out of my elementary school, I wanted to finally spend most of my time of day doing something useful, something fun and interesting, not something I'm doing just so that I'm doing it. I was also growing my **SE**, more specifically software development skill set. My friend David and I tried making a game with the Unity Engine together, it was supposed to be a retro first person shooter, we were very inspired by the game **ULTRAKILL**. We got pretty far in terms of the main gameplay like shooting, multiple weapons swapping, save slots, menus and some basic enemies. But we got caught up in wanting to differentiate the game more from **ULTRAKILL**, we wanted to add some magic abilities like a dash and some offensive stuff like a lightning strike or something. Interesting level design also, but we just couldn't figure anything out and just gave up a bit, then later I did a complete rewrite of the player movement class so the game would overall feel smoother, but that was about it. After that we gave up again and never really tried continuing. Changing the subject a bit, I also went to the **CBAC** Robotics competition with a few classmates. Our team didn't get far to be honest but I learnt some basic stuff about robotics programming.

Me now

I spend most of my time at school, at my computer at home, or outside actually. When I have a cool project I just can't not work on it when I'm at home, but if I don't I play a lot of video games. When I am not doing that I am outside, or eating, or sleeping. Anyways when I am outside it's almost always with my parents, we go on random trips around Czechia with our 1988 Chevy Van. If we have more time we drive to other countries as well. We pretty much have the whole balkan peninsula explored through and through.

Me in the future

I would like to get better at generally everything **SE**, I would like to get rid of my stage fright, general fright of new things. I would like to get less lazy.