## ***Devlog***

**12.48am AEDT (27/11/20)**

Jam started 1 hour and 48 minutes ago. Spent that time brainstorming. Kinda like what I've come up with. Much sleep needed at nearly 1am in the morning. Will commence development then. For now I'm content to have sketched out my idea.

A bit anxious as I haven't done game dev stuff in a while thanks to a busy life and uni study.

**1.10am AEDT**

Spent a few moments screwing with git tokens to make a repo to push things too. Apparently I broke my setup when playing around for uni this semester. Turns out I was failing to drop the access token in correctly....gg me.

**10.51am AEDT**

Yay I overslept somewhat :P

Now to crack into making things

**11.35am AEDT**

Discovered I setup my files in a very strange place……got very confused when trying to save out a sprite. Figured it out in the end. That said kinda not derpy, somewhat animated player character done.

**2.01pm AEDT**

Working on a tree. Who knew it could be so challenging. Also who knew an adorable nephew who came to visit could be such a terrible distraction.

**3.04pm AEDT**

Tree done. Relic nearly done. Was looking for the onion skin to setup an animation for the relic and discovered I can set frame speeds individually in aseprite….I didn’t know this. How cool is that? :D

**4.23pm AEDT**

Was suppose to go for a walk with friends but that got knocked out due to a friend’s daughter not being well so ploughed on ahead with sprite creation. Relic done. Dirt and grass tile done also. Time to stop for food before continuing.

**5:37pm AEDT**

Pretty sure I’m starting to hit the wall. Half shaped an enemy. Wings are a real pain in my butt. Probably time to stop and rest before coming back at it. Goal is to finish all sprites today (all necessary sprites) and code functionality tomorrow.

**6.26pm AEDT**

Wall hit. Started putting some things together in GMS 2. Learned how very unfamiliar I am with GML having not looked at it for over a year because uni and life. A good challenge but rest I must. Will take a break and come back at it in a couple of hours.

I am really impressed at my player animation though. For a quick slap together job it looks really really good. I think my skills are improving :D

**11.37pm AEDT**

Took a few hours to unwind. Apparently needed it. Trying to put movement code on the player. Unsurprisingly it’s not working correctly…..bah!

**2.50am AEDT (28/11/20)**

Got distracted. Haven’t done anything productive or meaningful for the last few hours. Time for bed. Will resume tomorrow morning.

**5.12pm AEDT**

Decided to replace the code with movement code from a previous jam that I know is working. First issue, a whole bunch of variables needed renaming, second was the collision object name, third was realising applying gravity doesn’t work if your ground hasn’t yet been made solid :P

But it’s progress and that’s good.

**12.10am AEDT (29/11/20)**

So I kinda got distracted by tv…..thanks Frozen and Fantastic Beats: The Crimes of Grindlewald -\_-

Amongst that I managed to get some more work done but way less than I should have. Monster sprite done, working controls-ish on the player, life sprite, pickup, started GUI code. Not entirely sure I’m going to get it all done in time now and I will lose much of the 29th to church. Plus side, I’m on audio/visual setup so I’m learning more about sound.

Also heatwave is no fun to work in.

Likely to be a bare bones prototype if that but will keep working to finish and polish what I can so I have something to submit. Learning about my mind and scope a lot in this…..also how familiar and not familiar everything is to me….at least as far as GML goes. My number 1 tip for next time would be get familiar on GML a month before the Jam, will save you some time and second guessing…..also just make working movement code and drop in and go to save time next time.

**12.31am AEDT (30/11/20)**

Long day, sacrificed dev time to let mum watch netflix off the computer. She seemed pleased. I think near almost all sprites should be done and animated. Just a shit ton of coding to do. No idea what I’m calling this…..”The Yet To Be Named Game”? God knows it worked for TUG (“The Untitled Game”).

Not entirely sure I will get this done in time but I will give it a damn good crack.

Discovering I’m relatively not bad at art and getting there with animation. I made a not sucky walk animation and sword effect in fairly minimal time which is quite amazing for me.