

Smart Block – Accomplished

My creation of this game was tedious! I had a crazy development schedule when making this game; a lot of slacking off. This game went through various stages of procrastination over the couple of weeks. At the end of the day, I never made the game that I wanted to make. It changed from a regular platformer to one that is both endless and super simplistic in its implementation. But, I've heard that a game developer should first start with simple games and work their way up from that. I've completed Smart Block and I'm proud of what I've done, but I feel that it could've been better. For my next video game, I'll create a plan and an overall layout of my games and make sure that I commit to it.

END.