Devlog prompt: Write about the process of making this game- maybe riff off of the feedback from the playtest - maybe it made you rethink something or want to add something new!

The main feature I added this week was the health and the enemies being functional enemies as well as the main menu and a pause menu. Besides those, I mostly added quality of life things this week. To list, boundaries for the player, the enemies self-destructing when traveling too far, and slightly increasing enemy spawn rates every 30 seconds. I have also pondered with the possibility of new enemies but did not commit to it in the end and I settled with the increasing difficulty. And I made the hitbox cover the entirety of the boat as per the playtest. The most annoying thing to work with was the pause menu, as I had to reset a few variables on scene reload or else the restart did not function.

Questions:

How to structure code for larger projects?

How to get started with shaders?

Github link: <https://github.com/IDislikeName/IntermGDHW4> (same as last week)