- Devlog prompt: Talk about your development process - what are you working on, what are some hurdles, wins, general thoughts?

Well, a lot of it was trying to overlay the UI with the game space, which is pretty hectic in Unity, I have considered to redo it in a more ray-casty way instead of using the eventsystem, however it was much less of a problem when I realized that mouseevents are processed first for objects closer to the camera on the z-axis. Overall getting the seedpacket to work properly was complicated, deciding what triggers a mouse event and what doesn’t was kind of a mess especially with the implementation of the shovel. I do like how I implemented the grid, having it generate dynamically on scene load instead of premaking it, it feels elegant to use and not clunky.

Questions:

Do I need to incorporate object pooling? If so, how?

How would I make something flash white? The default color is white so I can’t set it to white.