

# Game Programming Semester 2 - Production Diary

The creation of '3D Blocks Stole My Heart!', as well as the creation and documentation of the packages used to make said game, were challenges for me to say the least. While definitely an experience I'm glad I have, as the game itself being as needlessly stupid and cliché is a big part of why I ended up having as much fun as I did, the level of difficulty I had over the months making it were hard to overcome.

A large portion of my time on this project was cut out due to dealing with months of severe health issues and mental decline. This is why my spreadsheet schedule has so much work done so late, and why a large portion of time per day was dedicated to the project rather than having it spread out over a larger and more manageable amount of time.

Onto the difficulties of the project itself, it does not need to be re-established that I am far from talented as a programmer, and unfortunately have a creative spirit that can take the reins a bit too early on. This was, fortunately and unfortunately, the case for this project, as I'd come up with the game I wanted to make first well before I figured out what each package should be for. The game itself came to me as a joke on how bad I am at both programming and 3D modeling, at least in comparison to other modules, and therefore wanted to go with the humour of a dialogue-heavy dating simulator based around the most simple of placeholder assets; the unity-own 3D objects. My passion for this under-complicated but charming project kept me sane for the majority of the hardship in actually making the packages themselves.

The packages ranged in difficulty, with some only needing one short script to get everything running with the majority of the set up being creative work in unity, and others with a max of 5 scripts that all ran across each other and spanned over tens of lines, normal for many but difficult for me to work around. Once I figured out (and got help through) how everything was supposed to look and run, another great challenge came in the Github documentation, as since I'd not been able to work for months since the first semester, much of my memory around working with Github had gone. However, once motivation kicked in and I got that section over and done with, the rest of the documentation, this diary included, felt like a breeze in comparison.

Overall, the thing I've learned from this work is to try to do what I can when I can and to not push myself too hard if I'm not well enough to do the work at the time, for as much as I feel guilt for having to push this deadline so far back, I would have made a much lower quality project if I'd forced myself.