Freshly Baked – Developer Logs

Theme: Fresh Start, 20/2/25 – 6/3/25

# Day 1 – 20/02

Brainstorming day, sketching and mapping out the first few features and theming based on the theme of the game jam. I decided on a visual novel-type style game with some small puzzles. The story is about a girl starting anew in a new town, starting a bakery and meeting the locals in her shop. For the game jam I want to spend the first week on the base mechanics and then move on to art and hopefully music. I set a learning goal for myself this game jam, which is to learn how to make game music that elevates the experience of the player. Another addition for when I have extra time is to format all my art and concepts into an artbook.

# Day 2 – 21/02

Today I started on some loose sketches for the layout and the overall feel and look of the game. I also worked out some features in more detail and thought up some extra features that I could work on if I have the time. I also made a small list of my priorities to make sure I started at a good point.

I also got started on spawning the customers and randomizing them and the orders each passing day. I started this by making a customer script and a game manager script. The game manager is loaded in on start game while the customer is a node which hides itself and shows a new customer every time using an array of textures.

Priorities list:

* Getting customers/orders
* Make the orders (tiny minigame)
* Days/points system
* Difficulty progression
* Mobile orders, ordering multiple things
* Ending point

# Day 3 – 23/02

Today I got to work on the text bubbles that show the orders, for now only using placeholders. I want the game to use mostly symbols, so the game is easily understandable and the player doesn’t need to learn the name of every item. It also helps with the fact that I don’t have to write character specific dialogue. Because I wanted to display images but also text when a narrator was needed, I had to modify the tutorial I followed.

## Sources

[Cute and Simple Dialog Box | Let's Godot](https://www.youtube.com/watch?v=1DRy5An_6DU)

## Day 4 – 24/02

First off, I fixed some issues I had with the dialogue box. It was mostly placement and making sure that I had a menu screen. The menu screen was needed because I can’t make the introduction start properly without it. Another issue I had was that the first order wasn’t able to be displayed right after the introduction dialogue, which I fixed by awaiting a new signal from the dialogue manager.

Then it was time for the minigames when making a customers order. I want the minigames to have a results screen that can be clicked away by the player *and* disappear after a timer. However that is a later step, I first had to get started on the opening of minigames specific to the order and the minigames themselves. I first made sure that processing the start and end would go properly, then got to work on instantiating minigames based on the clicked button. This proved to be quite the challenge, as the scene I loaded based on a variable (which was part of the scene name) didn’t want to be instantiated.

func startMinigame(orderPastry):

self.visible = true

resultScreen.visible = false

order = orderPastry

orderScene = load("res://scenes/" + order + "Game.tscn")

#instantiate the correct minigame scene

minigameScene = orderScene.instantiate()

# Day 5 – 25/2

Seeing as the minigame scene still did not want to instantiate, the first thing I did was search for a different solution. Seeing as I want to be able to add a lot of different pastries, I did not want to make the minigames a static node. By that I mean that the minigames can’t always be there, as that would be a lot of nodes. In the end, I found out I forgot to add ‘*add child(minigameScene)*’. I then moved on to making a few lists of what I was going to implement for graphics (read: what pastries, character concepts, needed screens and effects). After those lists I started brainstorming the minigames.

Character concepts:

* tired gothy student
* cat in suit
* cold girl
* nerdy dude
* jock with dog
* active girl with bird
* emo boy
* twins
* girl with owl
* old lady
* old man with cane
* sparkly dude
* curly haired witch
* punk dude with snake

Pastry concepts:

* **warm bun**
* cake
* **muffin**
* **croissant**
* custard cake
* bagel
* strawberry cakes
* cinnamon rolls
* jelly donuts
* baguettes
* **cookies**

Screens & Effects:

* Menu
* Minigames: win, neutral, fail
* Bakery outside
* Bakery inside
* MG perfect effect
* ~~Phone + ring~~
* Counters and trays
* Textbox
* Order list
* Points
* Font (download)

In the evening I worked on a first minigame, with the concept of catching apples to gain points. The amount of points by the end of the timed minigame results in a certain amount of points gained.

## Sources

[Nodes and scene instances — Godot Engine (stable) documentation in English](https://docs.godotengine.org/en/stable/tutorials/scripting/nodes_and_scene_instances.html)

[How to check if a Collided Object is part of a group when it hits a static body 2D? - Archive - Godot Forum](https://forum.godotengine.org/t/how-to-check-if-a-collided-object-is-part-of-a-group-when-it-hits-a-static-body-2d/7757/2)

[Pressing the spacebar continuously activates the button - Help / UI - Godot Forum](https://forum.godotengine.org/t/pressing-the-spacebar-continuously-activates-the-button/71871)

[Await timer or signal - Help - Godot Forum](https://forum.godotengine.org/t/await-timer-or-signal/47781/3)

### Sources that are useful but not used at the moment

[Godot makes saves so easy!](https://www.youtube.com/watch?v=wSq1QJ-g91M)

[Godot 4 Tutorials - YouTube](https://www.youtube.com/playlist?list=PLyH-qXFkNSxl0Sg2MUPCz9RPzQOSsNFK5) (by [Chris' Tutorials - YouTube](https://www.youtube.com/@ChrisTutorialsYT/videos))

Fonts to pick from later: [Godot: Pixel Fonts - Collection by Burns - itch.io](https://itch.io/c/733269/godot-pixel-fonts)

# Day 6 – 26/02

I once again had to start by fixing some small bugs. After that I got started on another minigame, this one has some qualities of a rhythm game. That one was done pretty quickly, seeing as it was mostly detecting distances between nodes. The third minigame I made was a mouse maze. This one has checkpoints that equate to a success rate and gets more difficult as it goes on. This one turned out to be quite simple, I just had to pick an area2D to detect the character than an collision object that was looking for the mouse. Below is an image of what the maze minigame looked like with all placeholder assets.

A screenshot of a video game

AI-generated content may be incorrect.

I now only had a puzzle minigame left, I limited myself to 4 because I also still needed to make all the art, if there is time left I might do more minigames another day.

In the evening I decided I still had enough energy and time left to get started on the 4th minigame. I also expected this one to be more difficult to make then it was, as I had no clue how I was going to make sure all the tiles were going to be checked for their proper positions. In the end I made it all snap to a premade grid and then count down the leftover tiles. At zero (or a finished timer) it ends the minigame.

## Still on the To Do list

* Prevent user errors (ex. Beginning not just able to click everything)
* Proper ending point
* Timer on later days
* Assets/Looks
* Music
* Bigger orders (+ mobile orders?)

## Sources

[How to get the nearest object in a group? - Archive - Godot Forum](https://forum.godotengine.org/t/how-to-get-the-nearest-object-in-a-group/27219/2)

[Mouse and input coordinates — Godot Engine (stable) documentation in English](https://docs.godotengine.org/en/stable/tutorials/inputs/mouse_and_input_coordinates.html)

[Multiple resolutions — Godot Engine (stable) documentation in English](https://docs.godotengine.org/en/stable/tutorials/rendering/multiple_resolutions.html)