

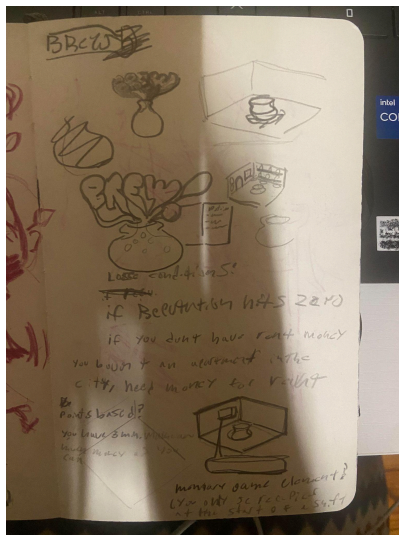
Roulette

Brew (week one)

I recommend looking at the stuff in this folder of the repo, it covers pretty much everything I have shown here except the first 12m below and will have a better viewing experience.

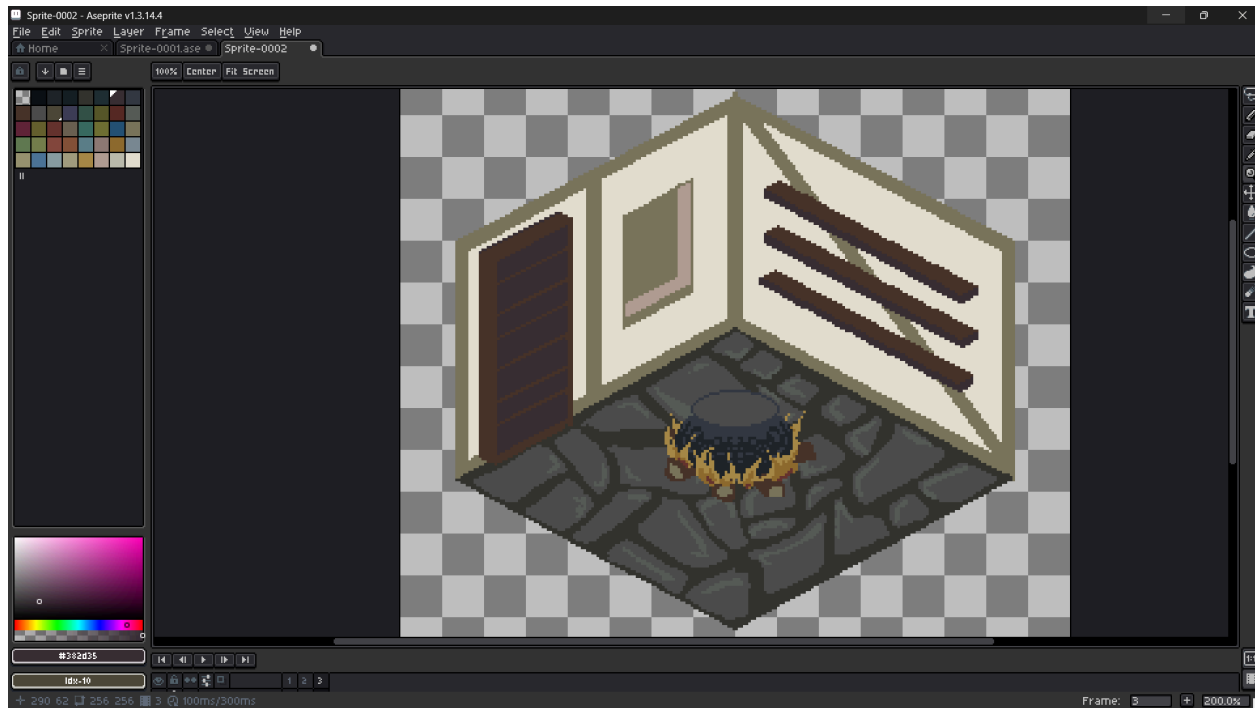
<https://github.com/MaxMph/Brew/tree/main/brew/New%20folder>

I worked on some design stuff + work on the game loop
-12m



I spent so long on this art, I forgot how time consuming this kinda thing is. I think its looking decent though, the fire is animated, although you cant see that in the photo. I still have a bit more work to do, but I think this is some really solid progress.

3h 25m

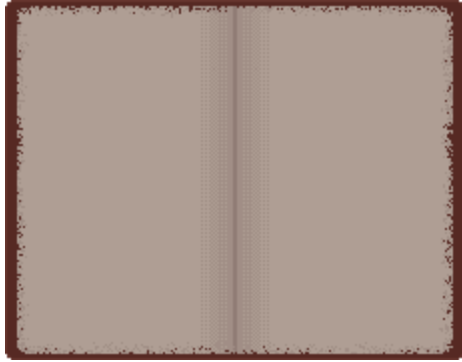


I made the items, most of these have multiple variations in there aseprite files. I had a tough time getting things to work in the isometric perspective.



55m

I made this book. I think it looks good. I struggled a bit with finding ways to add detail bc it was super bland at first but I think it shaped up well.



20m

I made this guy, I also made some edits to the layering on the main level, but those aren't really visual changes.



5m

297m total

???? (week two)
