This week I conducted a playtest for timeline takedown. I created a excel document for storing the questions and feedback. I’m not sure why I chose to do a excel document , multiple people asked why I didn’t use google docs or team’s forum or whatever it was, and I don’t know looking back I should have really done that as it would have been so much better for gathering feedback and asking the questions. But at least I have learnt for next time

Anyway, because I was going to turn this into a LinkedIn post I decided to promote my Itch account as well because that is still another method of ways the industry communicate and check out work. But my Itch account had nothing on, so I had to completely deck out both my profile page and my project page for Itch so that the LinkedIn Link would actually take people to something and not just a empty page with my name:

A screenshot of a computer

AI-generated content may be incorrect.

A screenshot of a video game

AI-generated content may be incorrect.

Once I had finished these two pages I then posted my LinkedIn post which did pretty well it got a fair bit of engagement.

A collage of a person using a computer

AI-generated content may be incorrect.

I have mostly been working on my level 2 for my 3000 project as its coming close to the deadline and I still have to finish 2 and 3, I managed to do most of the level design for 2 in about 2 days its pretty much done. It looks really good but the art theme isn’t really that low poly like the 1st level and I feel like jj will kick up a fuss about this so I might just say that one of my unique features is a different art style each level as he is travelling through different timelines. I don’t know if he will buy this but im not re doing a whole ass level.

A video game screen shot

AI-generated content may be incorrect.

A screenshot of a video game

AI-generated content may be incorrect.

Lastly, I keep saying I have to do game jams and I did put it on my goals for the 30% for this, so today I started my first game jam thanks to Arnas for informing me that this was running.

It’s the same one he posted, the spacebar one <https://itch.io/jam/spacebar-jam>

I have joined it and I am going to try and spend only 1 or 2 days on this as I need to be really working on 3000 and starting to do the OpenGL stuff. But what I want to do is create a game where you essentially have to spam the space bar to fizz up a can to make it pop. There is a 100 Presses cap and its all about how fast you can spam the bar to get to 100, it will have a timer so you can beat your score and there will be music that speeds up to make it more tense. And maybe leaderboards and beat your friend or something but idk yet, im not sure how long that bit would take to implement .

That’s it from me for this week, thanks for reading and hope your all good