Hi, Hope everyone is well.

This week I started by participating in my first game jam, I think this went really well for my first game jam. By creating this game, I was trying 2D game creation for the first time in Unity , and I managed to create something I could put on my portfolio. By participating in this jam, I also got a chance to engage with other game developers, some left comments on my game and some followed me on itch.

A screenshot of a white background

AI-generated content may be incorrect.

If you guys want to check out the game [HERE](https://morganhodge.itch.io/fizz-pop), then please do. Also rate it and leave comments on the page if you would be so kind, hope you like the can bustin face 😉

Now I am done with this jam, I am going to participate in a new one this coming week, I haven’t picked what jam yet, but there is a few to pick from ( <https://itch.io/jams> ).

Once I had finished up this gamejam and I had created the Itch page to a good standard, I updated my Github Profile readme to include this project (I actually re did the whole project section to add it into a nice-looking table instead):

A screenshot of a computer

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

I also added this project to my portfolio website and did some general tidying up of the sight, like finally adding text to the home page, and adding better descriptions to the projects:

A screenshot of a computer

AI-generated content may be incorrect.

This week I have also been continuing to interact with industry figures on LinkedIn, I have been using this app every day. I don’t think I have mentioned it recently in my blog posts as it became just a normal app to browse and go on for me, but for the marking’s sake I thought I should say on here that I am still using it a lot. I have grown my connections to like 65 now, and I have a lot of connections with people in the games industry. I am also actively liking posts, commenting and reposting.

Other than this I have just been working on my 3000 game as per usual , I need to start the OpenGL 70 percent soon though.

That is everything, Once I have completed next week’s game jam, I plan to follow the same steps by creating a good itchio page to go with the game, and then adding this to my website and my GitHub read me. Thank for reading