I started my overall project on April 27th, but I realized by May 7th that my original idea was way too big, so I ended up actually starting this project around May 7th, today is May 20th. My original idea was to digitalize the entirety of a recently released boardgame, but that was WAY too huge of a feat to accomplish alone, so I changed and narrowed down my idea, based off of the original idea. The final product is the beginnings of a grid based mining game with pixel sprites. The original vision was going to be much much larger, with the grid mining only being a part of it, but I’ve since narrowed it down to just the mining game. Something that stayed from the original is the pixel art style, with some tweaks made specifically for the mine theming. Considering my final product is the result of around 8-9 hours of total work (I think? That might be inaccurate) I am very happy with the result. A lot of this process was at the mercy of how I was feeling, on the best end of this spectrum, I got a LOT of work done in just 1 day, on the other hand, on my bad days I got very little done. I learned how to use arrays in python, along with a lot of other coding techniques, I also learned about file management (which god knows I need). If I can’t find the motivation to, I might not work on this any more, but if I do work on it more, it would be to bring it to a playable state, maybe a little more. For the future, I really need to figure out what I need to learn and do before I start working on my projects. I kinda went into this blind, not only that but I chose a project WAY TOO BIG for what I could handle and it really messed with my mental state for a bit. But thankfully it all worked out in the end.

Yes I used comic sans, it’s nicer to read anyways.