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The task of developing a solo project in 48 hours with some complex features was a curious experience, at first everything seems fine, but I'm sure somewhere along the way some feature will get me stuck for a while, but that's normal. I preferred to use pre-made art assets, as I've never made a clothes changing feature before, and I'm not so fast at making new art.

The first thing I always do is break down the problems into smaller and more manageable problems, making the progress feel a lot faster, and being "rewarded" by seeing progress.

Everything was going very well, until the time when I needed to make the shop know which clothes the player had, and how to calculate how much each new clothing will cost, as well as what would happen if the player selected the clothing they started with. After some time thinking about it I got that working and moved on.

Right at the end of the task, when I was doing some more testing, this time after building the game, I realized that there were some major bugs, as the pause menu didn't work, chests wouldn't give you money and the shop wasn't working anymore, only on unity. Even the Development build on Unity wasn't helping much, as the lines of code with problems didn't have anything wrong. After hours of researching, I didn't find anything online, and started trying some trial and error. Fortunately I found what went wrong and discovered it was an Unity problem when finding game objects with a certain tag.

This was an awesome experience, I learned a lot by doing it with a limited amount of time, needing to get creative solutions to problems, as I didn't have a lot of time to "lose" searching for a specific problem.

I also posted the game on itch, if that helps: portix.itch.io/little-medieval