

Devlog #6: Paradox of Time Creating the Game

Hello, and

Welcome to the 6th devlog of Event Stridish first game, Paradox of Time! I would like to start off with the fact that I have never touch godot in my life because of many and how I have been learning it for 3 years just to see the pricing changes (oh I know, how irate. But then again, this game has been through many iterations and names ever before this changed however. Officially, this will be the 6th first, recorded devlog of this game. The idea is - insert ideas here -

I have also explaining stuff and include funny stuff (well then you might be wondering, what was my thought process. Well, really, there wasn't a thought or a process, I just did it (lol)



Devlog #0 : Paradox of Time

Creating the Game

Hello and

Welcome to the first devlog of Event Studio's first game, Paradox of Time! I would like to start off with the fact that I have never touch a slot in my life because of safety and how I have been learning it for 3 years just to see the pricing changes. Yeah I know, how irate. But then again, this game has been through many iterations and names over before this changed however. Officially, this will be the “first” recorded devlog of this game. The idea is -Insert ideas here- I have also explaining stuff and include funny stuff well then you might be wondering what was my thought process. Well really there wasn't a thought or a process, I just did it (lol)



Rakshasa and Vetal

South Asia
Mini Boss or
Real Boss
Research Mode

Dragons and Gumiho or DoKkaebi

East Asia
Bosses

~E. ~D.

Gods + cause unity
cost battle

Like Cuphead
switching
weapons,
make it
so character
changes
attack types
(changes of style too)
Asimitha can

Genghis Khan as a
central Asia
Boss

Sinury or Ghul or Shaitan
(Demon)
West Asia
Bosses

Maybe
add
a double
jump

learns many
things from Thailand
after getting defeated
by his enemy
he can learn
different
abilities
and skills.



Pot
Plant
Maybe
biggy
parts



Research Shaders and
Lighting in Godot for
2D hand drawn stuff

Maybe Buddha can
enchant Asimitha
+ defeat a
big BIG BIG
final boss.

The Unbound Wind

Grade Name: Master of 8th Grade

Depending on Make character Face
relative position, Nearest Enemy
change directions

Model transition
animation
for when player
dodges, and
position swap, returning
to the

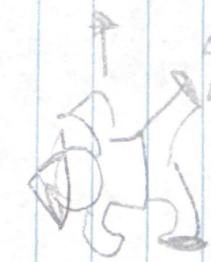
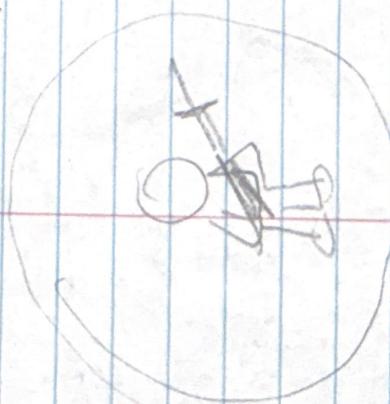


If no enemy are within 1000'.

make player

the following table

* 113 47111



Add a scene like Wu Kong's fight against himself (having w/ the boar)

