With less than 3 weeks to finish my game, I am cautiously optimistic of my ability in being able to do so. My biggest concern going into the project was the thought of having days where I'd put hours and hours into it, only to make no progress due to technical difficulties. Whilst I am constantly running into tedious bugs, the scale of my game means I always have something different to work on if I ever get stuck. I have been working daily since the weekend after my proposal submission. I have added 2 more scenes/maps, text box functionality and a few interactable elements. I have the script of the game mostly written, and most of the character sprites already drawn.

Having an overactive mind and imagination meant that I was never able to 'start small' with my ideas. I started large and have been trimming the ideas which I feel are either ineffective or too tedious. So far I haven't had to omit any key concepts or ideas, but might have to depending on my progress in the next 10 days. The biggest challenge so far has been the lack of guides and examples for the p5.play library. A lot of what I have had to code has come from me tinkering with different thoughts and ideas whilst keeping my fingers crossed that I won't be greeted with a frozen canvas. Still, I feel having to do that has made me a lot more comfortable and independent with programming.

With everything I need to do laid out in front of me, it's simply a matter of putting in the hours daily to make sure I am regularly moving forward with it. I am counting on the knowledge and experience I am currently gaining to allow me to accelerate my output speed as more days pass.