As 6:30 AM rolls in, I find myself wrapping up day two of this competition. While I found myself tremendously lucky today, I once again found myself off to a rocky start. I went to start programming this morning, only to find that my Mac Mini wouldn’t boot. Thankfully, I was smart enough to push my code to Git before shutting down last night.

Thankfully, despite everything, I was able to make some serious progress on the programming side of things. I was finally able to wrap up my UI and audio playback libraries -- finally getting sound and textures in game. I was extremely lucky to have Riuthamus take time out of his busy schedule to lend me a hand in the art department. With out him, I’d be screwed.