Devlog Schedule

Episode One

Concept game, what I want it to do, what I want it to feel like.

Hello and welcome to my first devlog episode for my first ever game.

I thought I’d start out with an introduction to who I am and this first game project I’m working on. I’ve been tinkering with making games for several years, though I haven’t finished a single project I’ve started on. I’ve learned most of my unity skills from Brackeys (rest in peace) and from some positive reinforcement from my wife am now in school for game development.

So I thought it high time to hop on board the youtube game dev train and upload my content so it can get lost in the slew of everything else on the platform.

So this is the first game I’m going to make. Well… this isn’t, necessarily, this is more like a very small proof of concept. In this game you find yourself playing as a therapist or psychiatrist, helping people cope with whatever is going on in their lives. You can help or harm them by the dialogue and treatment choices you make in the game.

The reason this is the first game I’m making is, from an execution point of view I think it is going to be the simplest. The game only has one room, limited art assets, and easy data to keep track of. The dialogue end will be heavy, but I’m no too intimidated by that.

I’m also starting with this game idea because it is the most personal to me. For five years I worked as a youth mentor and family services coordinator for a therapeutic treatment facilty for troubled teens. It was fulfilling, fun, stressful, engaging, all the things I think a good video game is.

I obviously don’t want to make light of mental illness, but I do want the game to feel light-hearted at times, similar to Undertale, where the characters and dialogue feel light hearted, but the choices and consequences feel heavy and ever present.

This project here was just to show I understand branching dialogue and unity events, so in the next episode I will be building the game from the ground up.

And with that, I’ll see you all in the next episode!

I’ve been tinkering with Unity and Game Maker and a little Unreal Editor for several years, I’m in school now for game development, and felt it high time to hop on board the youtube-game-dev train and post my work on progress on here to get lost among the hoards of other tutorials and devlogs and general gaming videos.

Episode Two

Code for dialogue, tutorial and devlog walkthrough.

Episode Three

Create some concept art for therapist office, along with UI.

Episode Four

Create characters and back stories that will help build the world.