

I will be perfectly honest- I wish I could have done more. But really, what game developer doesn't feel that way? I wanted to do so much more with this project, I really did, but that's ok.

It was always my goal to build this the entire second year of being at Mountwest. And it was going to be this big thing- and then summer happened. My non-biological mother's death paralyzed me in the worst way possible. I suddenly felt this desire to make something of myself, but I got stuck in my own head about it. I stopped creating all together— I wasn't drawing, I wasn't doing much of anything. The capstone suddenly became this big, daunting task that I just wasn't good enough for. So when I finally found the courage to break out of this paralysis I was in, it was far, far later than when I wanted to start.

I want to keep working on this. I want to keep going, to implement everything I originally set out to do. I want to make this great. It just isn't there yet. But what I have is proof I *can* do this. It's proof for myself more than anything.

To end this, I'll link the github repo with all the code and assets I used. Feel free to redline the hell out of it. Godot uses a slightly modified version of C#, so I'm sure it's full of spaghetti and redundant code.

Thank you for putting up with me these two years. It's been a wonderful ride, and I hope you'll keep watching my progress as I continue to build this into the game I want to create.

GitHub ::