**Title:** Development Log Announcement

**Subtitle:** Because failures, aspirations and rare successes are all worth documenting.

**Tags**

* Announcement
* Planning

**Content**

As you grow older and continue to pursue a specific passion you start to realize your strengths, weakness, and you become more aware of what your personality is like. I’ve made my attempt to be a jack of all trades, with varying degrees of success. The social media personality formerly known as “Kudanaman”, while a hit nickname amongst my peers, never garnered the millions of followers I desired. My previous aliases had similar degrees of success (Random News Guy could never seem to compete with iCarly), and so I got older and kept experimenting, finding out who I was and what I wanted to become.

//Clip of Random News Guy

I realized the person that I wanted to become wasn’t a celebrity renowned for their outlandish personality. I wanted to be known as a master of my craft, finesse over fame, technical skillset over social skills. So in 2017, I made steps to move away from easy work that only came with the satisfaction of showing off to my friends, and moved towards creatively satisfying, mentally challenging work. It’s been a good experience so far, making an Android App was great. Still, it wasn’t a good representation of my capabilities, my level of interest in the field of Computer Science, or my dedication. My projects were lacking complexity, efficiency, feedback and iteration. I wished to let those four words define my projects for 2018, therefore I took on a research project on machine learning (which did pretty well for the time dedicated to it). Even got some unique attention and I made what I believe to be an important contact. There are so many goals that I have for this year, becoming a certified Java and Android programmer, developing my research project, dedicating myself to completing a game. All these goals that I have are in an effort to make myself real, gain some real credible skill. Not just the recognition for making a first step before anyone else, being recognized for what I’m making progress in, not that I’m attempting to make progress.

//Picture of science fair

All leading up to of course the big goal. Yes I want to make myself credible and skilled, but I also am extremely ambitious. I want to go to the most prestigious universities imaginable, and so I want to stand out amongst the flood of driven students who are making substantial change in the world. Unlike some of the other students in other countries, there isn’t a Computer Science community present in my nation (Zimbabwe) to utilize. The benefit of such a community is that it gives you an affordable means to learn and develop your skills. So I tried turning to the international community to try to “expand my mind”.

//Picture of acceptance

Unfortunately, mind expansion calls for wallet depletion of about $5.6k in USD (which is far from a commodity here).

//Picture of decline

Which leaves me where I am now. This development log (devlog) exists to document, analyze and review my projects. To keep myself honest, ensure that I keep programming and improving continuously, ensuring that I don’t stagnate. To write about my unique thoughts while I’m working on something, the thoughts which are consistently lost the moment I move on to the next month, week or day. To be able to create an accurate post-mortem and investigate the successes and failures of a project with depth. I’ll geek here. Things will get technical, things will get stupid, things will get weird, and there will be memes. But this is for me. For the odd individual who may be interested in what goes on in my mind and may consistently enjoy these devlogs, welcome! This thing is going to change, and I’m going to come to find my writing style. Failures will happen, and lots of them.

But the goal of this devlog, these projects, and all this code is to improve and grow. Growth was never supposed to be beautiful.