Day:1 4/18/2023

I officially announced the project on social media. Planning and development began about three weeks ago on March 26, where the plot, scheduling, tasks and many other documents were created and folders too. Many of these were empty and remain to this day.

As I made the announcement on Linkedin today, I created a twitter account to begin the marketing journey as well. I want to make a brand that people can see and immediately think, *Game Developer*. I want people to see me as that, and then too show them that I am in fact, a game developer as in the future I will be posting game blogs, screenshots and maybe even video/audio logs in youtube (still thinking about creating a youtube channel) where people can join in my developmental journey.

Besides the creation and usage of social accounts I also started actual development of the game. This is some good news!!

While yes, I began development today I didn’t make much progress and it does bother me, if only slightly because I spent some time doing research as to how to implement basic features that I should and do know already but not enough to confidently implement them without double checking. I spent about two hours if not more creating the folders in unity for each category such as art, audio, scripts and the subfolders. I wrote the player movement script and the camera tracking.

The camera tracking took me some time because I didn’t want to just download an already made application from Unity, it does work but I wanted to make my own or at least one made by someone else but me writing it to learn. I tried two because the first one wasn’t ideal for my game and the second did work initially, but as I switched character models it stopped working and I will be dealing with that issue on another day. The player movement script does work, but I’m embarrassed that I spent a big chunk of the time trying different implementations because of a simple camera error that I made.

I had the camera reversed for most of the time and when I pressed either ‘a’ or ‘d’ the character would move on the opposite direction, I say opposite but in reality it was moving correctly but because the camera was positioned incorrectly it looked wrong and me not realizing this sooner, wasted close to an hour until I realized it.

I was angry and frustrated when I saw the issue, but now that I’m here writing this log I do feel good. Not that I made the mistake but that I spent a lot of time doing research, looking at code, understanding the logic and finding things that I would have otherwise not found. So yes, I’m glad that my mistake was there because it serves as a reminder that some of the errors are not in the code, but in the human writing them.

Oh well, it was fun.

Also, I created the GitHub repository and have uploaded the latest changes.

End of day 1 of development. Do keep in mind that not every day will involve writing code, others it might be purely research, marketing or web development for the website that will serve as a showcase of everything that I’ve done and not only of this game, but will also be to show this game of course.

Day2: 4/20/2023

Day3: 4/25/23

This is a late update from last week, but I fixed the camera issue that I was facing, implemented the run mechanic for the player and began development on the website. By using CSS a web framework the various different pages will be created easily by already having the structure put in place in the css file(s). The initial design is done and it has to be fixed accordingly so it can be browsed mobile, desktop or any other size, in a sense, using a good design that is flexible and unbreakable by different devices.

This update will be small as I am in a rush to complete other external tasks unrelated to this project. I will be coming back to further elaborate on what’s next, how I’m going to be doing it and how I envision it as of right now.