The role of a producer is a hard one.

This project of mine has, in my opinion, reached a state where programming can and should not be prioritized as other parts of it are in more need of attention. In the current state of it the player is able to control the main character left and right, dash in any direction (on the x-plane), shoot at any direction, reload, kill enemies and you can pause the game.

The game is not complete, but it is fundamentally far enough that I am able to see what it is and what it needs to reach a more playable build, because it already is in a playable state. Feature wise it’s almost complete, except for a few more things and without considering the polish that it will require but other than that the programming of it is able to stand on its own feet, making the obvious choice of taking my attention to other tasks with greater focus.

A simple truth that anyone could see and understand without much explanation, and yet as I’m learning within this process it’s something really hard to do as it’s hard to ignore what’s still missing from a programming perspective.

I want to continue making the game better in terms of structure, to fill in the parts that can and should definitely be polished but these are not what the game needs at this moment. Every component of the game should be equally attended and not be left ignore because that would only hurt the project in a fundamental manner.

It’s like anything, all parts should be supporting each other and right now the stronger component is the programming which should ideally be only developed enough to make the other parts such as audio, art and writing be able to visualize themselves on it, and that’s where I am right now. I’m pulling myself away from scripts into art and writing.

And regarding those components I can say that development is going well. A boss for one of the levels has been completely expanded from what was first drafted and thanks to it the game’s plot, art and level design has been affected in a positive way. The world has been detailed and reasons, motives and rules are now more concrete and real than how they were before. This is great, for many reasons, the most important is that the game is improving because of it.

As it is, all parts should be growing together and supporting each other just as the writing is doing to multiple areas of development. Another component clearly helped by the writing is the making of concept art. The character’s history has also made it clear for me who this character is, what they look like, how they talk, what they hate, love and its specific personality that creates in my head how they will be seen in the game, more specifically, the concert art for it is shaping up nicely.

Development is going well despite some difficulty of mine when choosing something other than programming tasks but all in all I’m happy with my current progress. And to end this already lengthy blog, I’ve also begun recording myself talking about the game and how it's going. Expect visual; blogs as well in the future either replacing these or alongside them.