Hello again, here I am with another update.

This week there hasn’t been much progress in the project. There’s been other issues outside of it that have stopped me from working on it but so is the journey of working by yourself on projects. Sometimes progress may be halted for unplanned events or you might just not feel like working but try anyway, making little if any progress on it.

What progress was done is still delegated to the creative part of it, the writing to be precise. I’ve continued to research and gather data on the bosses’ backstory and even though this doesn’t seem to have any implication over the levels, it does.

A few weeks back before I had stopped writing the core mechanics of the game I thought I had the levels layout already ready, well not quite ready yet but I vague outline of how they might be. Now? Now not so much.

After writing the story and lore for one of the bosses in the game I began to imagine how their particular level might look, not the actual design of it but how it would look. The type of objects that would be littered across their level that represents their personality and type of person they are, something that because of the extensive writing I did on them I now have. But the other part that I came to realize is that the levels I thought already fitted and were ‘cool’, were not in fact cool, ideal or fun.

Even the game’s plot wasn’t actually suited for the type of level. A lot of things had been modified, not scrapped as everything has been building over what already exists -to avoid re-doing parts already completed or planned for I am recycling existing components and ideas and restructuring or modifying to support the evolution of the game’s plot and level design - to not slow the process.

So yes, in short not a lot of ‘real’, tangible progress was made this week but many great things came off just planning and writing the game’s lore and crucial characters.

This blog came later than usual for said unplanned events but I am happy to report that once again, from this week on I’ll be having more time to work on this project now that my summer classes will be concluding today.