Timely Death, a blog for this project's current progress.

Last week there was no update or comment and the reason is that last Tuesday it had been four of July, and I didn’t feel that what work I had made was relevant enough to warrant a blog piece. This I feel is the sense of what I’m doing isn’t actually important, or that I’m not using my time efficiently enough. I had reported a few weeks ago that I was in the process of writing the backstory for one of the seven boss characters, something that I’m continuing to do.

And given that this project is composed only of me it means that every other aspect of the project is not actively being worked on. The writing in my opinion is equally important in development for this project, it may not be for some people but for me it has already made me aware of shortcomings in other areas of development and is further defining how the game is in my head. The visual style is becoming more apparent, the levels play in my head as I’m writing the character’s story which influences their corresponding level.

And yet I can’t help but feel that instead of pouring myself over articles, history pieces and other helpful and interesting writing related bits is time better used for programming tasks. The game isn’t finished yet, that’s a given and the number of programming tasks only increases the more I write.

An obvious advice would be to forego the writing, that the story is second to gameplay and that is true, gameplay is the player’s only way of interacting through the games’ writing, audio and art; without a fun, accessible and fun way of interacting with the game the player will not be interested in the writing, art, audio or any other aspect of the game.

Gameplay comes first.

But, and this is a big but. The basic gameplay is already far enough to represent the game’s final vision (rough but representative) and the next steps would be to begin creating a level that would help define the level design and then art and audio.

If I had followed that rational and correct logic of having gameplay being the component with the utmost priority the game would still be in its early stages (more than it currently is). It’s because of the extensive research, writing and expansion of the story that every part of this project has also made leaps in progress.

The level design is better realized in both logical, explanation sense within the world, and more fun.

The art has undergone changes too; more variety and less/more detailed ideas to lessen the number of tasks currently planned for.

Programming hasn’t benefited directly from being put on hold, but this is also important for my mental health. It would be incredibly affecting for both the project and me if I were to be burned out of programming and it’s a good idea to balance the number of hours I spent on each area of the game. This is an area that I still need to work on and I am improving as this project moves along.

So this piece was less of a progress report and more of the things that I’m gaining and learning from this process.

I will be focusing entirely and attempt to finish the writing for this character and then move back into programming where I will be finishing the last of the core abilities for the player.