Hello again, everyone, this time I’ll be discussing the state of my long personal project, Timely Death.

Last time I wrote about how I had spoken of how progress felt slow and frustrating because I was focusing on aspects outside of programming which is vital and of great importance to the game, but so is everything else. I was in the middle of re-conceptualizing a character with greater detail to their story and alongside it improving my own understanding of the game’s levels and these would be morphed into both their designated stages and the flow of them overall.

To conclude that piece, I completed said character and I feel more in sync as to how the levels and my envisioned gameplay will come together later into production. Now I will focus my efforts back into programming and define more of the core aspects of the project.

It’s been some time since I did any programming for this and I’m quite nervous knowing that I’m back solely to focus on it, alongside other external projects. It’s a good type of nervousness but still lingers around in there.

I will begin my research and implementation of a time-stopping mechanic where the player is able to stop time, but still move and be unaffected by enemy projectiles. I’ve never done anything like this before and because of it I’m excited to begin this new task where I know I will struggle at first, but soon enough have it working so I can then proceed to the next task of giving the player the ability to hide/press themselves against objects. But this is all for now.

Thanks for reading, and I’ll be back with good news next week.