Hello, everyone, here’s another update from Timely Death that I was hesitant to write but I’m doing so to capture the journey of this game’s development.

This week I made no tangible, or actual progress with regards to the project. Some unforeseen health complications got in the way and I was unable to do any work, alongside other external responsibilities and projects, one of which I’m excited to announce when it’s completed but that’s a story for another day.

This being the first week where I returned to this project’s code and overall design philosophy it took me some time to re-adjust, and I’m still getting back to it, but it made me realize that I may be spreading myself too much into all directions and because of it little progress is being made, if at all at the current moment. I had said in the previous post that the last two weeks of work I had contributed were focused on writing, and I enjoyed it but it also took more time than necessary and it was wrong of me to put in so much time because it took away too much out of other areas.

While it did help the game in some areas, it also hurt it in other ones. At this moment in time I’m seeing that I need to re-adjust my views on development, and see how I can begin making the most progress. This would mean directing my energy at having the game be feature ready, which isn't abundant for this very reason of keeping the project manageable, and then moving forward to creating the game’s first level in the coming month.

The number of tasks that I’ve planned in a very vague way here are doable in the time of a month, it’s more than enough time if they were my only focus, but they’re not. I have many other responsibilities and many new exciting opportunities are coming my way but they also require more of my time, focus and energy, so again, for the coming days I will begin planning a working timeline for the order of tasks, the approximate time for each and continue to revise it on a weekly manner from when I write each new blog entry.

This has been a bumpy ride already and I’m sure that it’ll continue to be one, and I’m glad it is because it means that I’m putting not only my focus and time when I have other equally urgent matters, but my passion into something that I enjoy despite the many…many issues that keep popping up.