Linkedin version – reduced due to character limit

Hello, everyone, here’s another update for Timely Death, the game project that I’ve left alone for a while now.

This is a post that I have been wanting to write since a couple of months ago and I can finally do it.

For the past nine months I have been working on a game with Aztec Game Lab, a game development club from San Diego State University where I served as a programmer and the story lead.

This is the longest time that I have ever worked on a project and one of this scale. The work that everyone made on it was always better than I’d imagined and even now I’m amazed at how well the game looks, how it sounds and how it all meshes together in levels that accommodate the gameplay.

I’m also proud of the work that I did. I learned and grew so much from all the challenges that I faced throughout development that it only helps me see just how much I don’t know and how each and every plan can be thrown out of the window because game development can be so, so, so volatile. The amount of stress that I had and the sleep I didn’t have was so much and yet I enjoyed every second of it.

As I'm still in school I get to enjoy summer break. I like to joke that I didn’t have a summer break this time as I was busier and more exhausted than I've been during any other school semester.

In the last two months of this project I took charge of it alongside two other team members who I got to know very well because of all the meetings and discussions we had for it. It was in these last months that I learned that game development is more than just working on a game. There are meetings, understanding, clarification and many more things that we as a core team of three had to navigate and face without delay as the game’s development had been placed in our hands.

It was rough, difficult and a joy to be a part of this as I was able to learn so much that I will carry onto future projects. To remind myself of it when I face another challenge where things may seem dire.

That game is Monster Whisperer and there’s a link included for anyone who wants to experience the combined work of dozens of talented individuals.

On the side of Timely Death, there has not been much, if any, progress in the last three months. The reason being…Monster Whisperer which took all of my time during summer and September.

I had wanted to work on these two projects simultaneously but as I was quick to learn, the time that one single project requires a day is massive and that times two are more hours than I have in a week.

I had to stop development on Timely Death to focus entirely on Monster Whisperer and I stand by that action as the end product of it speaks for itself.

Said project has been completed and I can once again focus on Timely Death albeit with much less time as I once did given that I now am involved in many more things than I was when I began working on Timely Death. No matter, I will continue development with what little time I can find and end it come January 2024.

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This is a post that I have been wanting to write since a couple of months ago and I can finally do it.

For the past nine months I have been working on a game with Aztec Game Lab, a game development club from San Diego State University where I served as a programmer and the story lead. It’s through the hard work of every member of the team that we were able to push through and make a product that we can be proud of despite the issues that we faced through development.

This is the longest time that I have ever worked on a project and one of this scale. The work that everyone made on it was always better than I’d imagined and even now I’m amazed at how well the game looks, how it sounds and how it all meshes together in levels that accommodate the gameplay and combat.

The effort that has gone over to this project has been nothing short of amazing from many of the members, everyone who contributed did an incredible work and knowing that there’s content that couldn’t make it to the game is a shame but it does not lessen their contribution to the project.

I’m also proud of the work that I did. I learned and grew so much from all the challenges that I faced throughout development that it only helps me see just how much I don’t know and how each and every plan can be thrown out of the window because game development can be so, so, so volatile. The amount of stress that I had and the sleep I didn’t have was so much and yet I enjoyed every second of it.

Given that I am still in school I get to enjoy summer break, two months without school as a rest from all the course load of spring. I like to joke that I didn’t have a summer break this year as I was busier and more exhausted than during any other school semester.

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