Log 3

Today is May 2nd, the first day of week 4 of development and already it has been a highly productive week, mostly because of the research made two days ago. I will be scrapping close to aspects of actual development as better strategies have been found and realized. The code that I have been using for the basis of the planned playable demo and future iterations were not going to support the later stages of development as they were ideal for a 2D game type of game where there’s more freedom in what I can animate and such, and that’s without even getting into how I will need to rig character models and such.

And with that I will end today’s log but will of course continue it tomorrow, or another day where I have progress to report despite the busy week of school where finals are taking most of my place. But we will see!