A different kind of progress.

For this week I have chosen to focus entirely on the website that will serve as the main hub for all news regarding me and the project that I’ve worked on and presently. I decided to do this despite wanting to be fully engrossed in the game’s development because I know that for me to work in a professional and balanced environment I have to know how to identify tasks that have higher priority and the importance of not letting areas of the project be stagnant for my favoritism.

I also partook in making some concept art to illustrate the tone that i wish for the game to have, and I say that I made some but in reality I discovered some of the imitations in my skill to truly create what I have in my head. It’s due to my limitations that I have thought to use ai tools to easily and rapidly create the art pieces that I want, but because of many reasons I’ve decided to not use said tools even though they would facilitate my process and increase productivity.

This game as a whole is a learning experience for me, that may be learning what I can and can’ do, figuring out what I still need to learn and why that is.

For this log I will not include screenshots of the website or game or concept art as I will refrain from posting images that are too far from being in a progressful state; the website that I am developing will include these and more bits of detailed issues that I have and longer updates that will have features for social interaction.