Week seven of development (Two announcements in one):

Slowly but surely; another short sentence to encapsulate this week’s progress.

This week’s blog is a day late, but it’s because I wanted to take advantage of it and announce simultaneously that I have successfully completed and gained a certification in a Front-end development course from UCExtension.

It’s been one year and a half of me taking these courses alongside those in my formal education and it’s been quite a ride. When I first began this program I was still enrolled in community college and to think that in just a year and half I would not only complete this program but also be enrolled in a university - the first in my family to do so - and also be embarking on a journey to make a game is amazing.

I do have to thank many people for this who have helped me reach this goal, this milestone and for encouraging me to do what I want; there aren't enough words to do so but I am sure that those who did, know, appreciate and will continue to support me to reach greater heights.

I’d say more but I want to come back to progress that I’ve made on this project, and I’m happy to say that said progress regarding playable build did occur this time, unlike last week where I mostly focused on the website component.

I have implemented a recoil effect to the player when shooting! That is big, or so I think and will celebrate this accomplishment because while not necessary for the playable build that I’m aiming for, is does help keep me motivated and inspired to make this project good, to make it as I want it and not lose the fire that was born at the inception of this solo project. I did that effect, and I say effect not animation because this isn’t an animation. This was coded into a script that takes action when a projectile is shot.

I did that, and I also continue development on the website’s main page which I can proudly say to be 70% percent done, and while it may be basic and lacking floral furnishes it does inform the user that of everything available for them, which is a showcase of my abilities, my projects, contact info and more things that I have put in and will continue to develop them as I work on it.

I will not be showing any progress this week, not of the recoil effect or screenshots of the website as I will refrain from showing too much at this moment in time.

For this week I’ll be dealing with the story component that I have not given much attention as of late. While the plot, motivation, theme and mood of game are set in stone, I will be reiterating and improving it - as every other aspect of this project- because I know for a fact that it needs to be polished, after pondering over feedback from others there are changes and improvements that need to be implemented and more detailed can be added. All this while still giving focus to scriptable components and concept art that I hope to be able to share in the following blog update.