Development update:

This is just as the last blog, a day late but unlike that other one this isn’t because of some good news. I was hesitant to write this because this past week I had no progress on the project. I felt bad for not working on it despite my claims of wanting to do so and the more I thought about what to write in here the more this feeling grew.

But this is good, and I say that because not every week will be a productive one and even that can be subjective. Yes, I didn’t do any ‘actual development’ on any of the components for this project but that doesn’t mean that I didn’t think about it or had more ideas of what to do, what to improve and how to actually get those things done.

But in a simple way, no, progress was halted and up until yesterday I was feeling down because of it. But that is wrong, progress isn’t marking tasks are done or filling up a bar for every time something is completed and begun.

Creating a game is A huge process that takes its toll on those involved, in this case it’s just me and if I’m not careful then it is possible that I could burn myself and leave this project unfinished, abandoned for something new.

But that isn’t what I want, I want to grow this game and turn it into something better. That will take time, work, luck and help. I’m okay with that, now I just have to remind myself that not doing something is not the end of the world, maybe it’s not great, but having the understanding of why it happens or not, helps to identify what is it that caused this and what could be done in the future to avoid, or if it can’t, understanding that.

And to end this on a bright note, just yesterday, technically a new week I implemented a weapon system where the player can now shoot x amount of bullets before having to reload, a damage output of specific weapons and the enemy system where depending on what type of enemy they are they have different health levels and are affected by the bullets being shot.

So yes, this game is still on track despite a week of no progress and that is okay, sometimes we need a break to replenish our mind and body.