So, it seems like blogs are not a useful marketing tool for players, they are to garner interest from other tech-like people who can be supporting of my project, and even help motivate me but from a player perspective this isn’t appealing. Why would someone look at my game that doesn’t have anything to show for, and will not have for much of the coming months.

But then again, I didn’t decide to write a blog post because it will generate sales, awareness to my game from players or anything like that. No, the reason for me doing everything that I’m doing is because I want to grow, to learn and keep those in my circle and those in the industry who know me aware that I am a capable game developer, that I can hold my ground with my skills and that they think of me as a game developer. I want to be someone they can recommend, brag or talk about with enthusiasm because I am doing a project that I am deeply passionate about, and it shows.

I will continue working on this project and the blogs will continue to be written, although for now most of them will continue to be quite brief up until I develop my website and it is live. Once this has been done, I will be able to write out larger pieces of text in a readable format.

The following bullet points represent the things that I want to focus and have completed by next Tuesday, as I published my first blog this past Tuesday:

* Player movement correctly implemented.
* Camera tracking player movement.
* Website main screen development started.
* YouTube channel account formally cleared for future visual/audio blogs or new account created.
* Player shooting mechanic implementation started.
* Enemy object that eliminates player when touched.