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Response: Stephen Ddungu's *Sword of Symphony*

Stephen Ddungu is a solo game designer who is filling every studio role from programmer to composer on his current project, *Sword of Symphony*. This week, I watched his 13 Tik Tok progress updates in chronological order. For my thesis, I plan to operate with a similar workflow to Stephen. Being able to follow his process as he successfully paces himself and manages his many separate tasks while staying on track to ship a game with such a massive scope is a very valuable resource.

Two key codependent differences between myself and Stephen are that he has no confirmed or even estimated ship date while I have until the end of next semester to finish my game, and he his creating each of his assets from scratch while I am utilizing Unreal's marketplace for acquiring assets. Creating models and textures is one of the most time-consuming aspects of the game development process and removing this from the equation makes my massive scope more feasible.

Aside from these differences, I expect Stephen and I to have many similarities between our workflows. Working layer-by-layer in the sense that I will create rough drafts for each aspect of my game – music, narrative, level design, programming, etc. – before I revise and build upon the next draft allows me to make adjustments in phases without having to make massive revisions later on in the development process.