

If there is one thing I'm painfully aware that I'm still learning, it's properly gauging how much I can accomplish with my time based on my skill level. Though the project is going well, in order to focus on the engine development I have decided to scrap the parts of the project which involved the Warioware style mini games at the end. This realization came during the game jam I competed in last weekend and after seeing how much work it took to get just one of those games to partially work. Though I'm confident with another month I could probably accomplish the aforementioned features, for now and for the sake of completing the project, it's best I downsize to minimum specs.

It is also worth mentioning I did have one major setback that was a bit disheartening. An error occurred on Github about a week ago where I had to remove my repository and re-add everything which caused me to lose all my commit notes. Luckily I have pretty extensive in-line notation to make up for it so the details of how everything looks should be clear.

Now onto the good news! The engine is working great and in it I've built features for dynamic audio that tracks around the room, randomly generated events in certain places, and locking objects in place with navigation. Additionally, I decided to test out the animation capabilities of P5JS by animating a scene using image movement and timing. The last remaining features to do are having the mouse changes colour when hovering above an interactable and have a "key" a player finds that can unlock a door that ends the game. I don't imagine this should be too difficult as all it will require is a variable with true/false will change upon picking up said key.

And finally, I have built in some interesting screen functions that create a more cinematic look to the game. Functions such as shaking text, backgrounds, dynamic shadows, and even having audio clips trigger with certain interactables. They're not nearly as complicated as the engine design, but they are nice to pull up every once and awhile to change up the aesthetic of a scene. I'm confident I should be able to get the remaining elements of the game done within the next week and then I'll be play testing it on and off until the due date.