

Personal Halfquake - August 09th 2007

Started the creation of the PHQ Organizer.

Personal Halfquake - August 10th 2007

Continued working on the PHQ Organizer. Made preparations for the Fellow Sadists List.

Personal Halfquake - August 11th 2007

Finished Fellow Sadists and Organizer.

IAD - August 13th 2007

Thinking about improving the Javascript that refreshes the main field. Found out that I've already improved certain parts of it, now the only thing that needs a change is that every image is still updated on the field. I was thinking about maybe kind of preloading images, and/or making a very large div container, containing all preloaded images, and then just move the div around to see only the part the player should see. Or even make it scrollable. That would kind of rock. Problem would be still that every map change everything needs to be loaded again...

Defenergy - August 15th 2007

Started programming again. Added function to create towers and improved the graphics of the base a bit, including the health display in the form of triangles surrounding the base.

Defenergy - August 15th 2007

I think I've finally figured out how to do this. I talked to blackjack for like five minutes about the concept of the game and it got me a clue for the right way, and now a few hours later I think I found it.

First, the base is in the bottom center of the screen. There are triangles surrounding it, the quantity of which is equal to the life points of the base. By clicking on the base a menu will appear that lets the player create one of the six types of towers. The tower will then be created and will follow the mouse cursor until clicked. The new tower can only be placed in a certain radius around the base - or maybe in the radius around the already placed main towers.

Second, a main tower is placed and can now be activated. To activate the tower simply click on it and choose "activate" in the menu. You then have to "drive" three laps inside the tower, shooting all energy cells. The better the lap times are, the better are the tower's stats (range/radius, damage, energy). A tower's energy defines how many copies it can have.

Third, click on an activated tower and a menu will appear which shows the damage, range and remaining energy. If for example a tower has 5 energy, it can create 5 copies. In the menu there's a button "create copy", which creates an exact copy of the tower, only without the energy. It floats along the mouse cursor until clicked. A copy can only be made inside the range of the mother tower and has a line connecting it to its mother (like the draversi tournament flash lines). If the mother moves, her children will move along, naturally.

Fourth, a mother can always be tried to improve by clicking on it and selecting "Restart". It has to be reactivated by shooting all energy cells of course. If the new energy is lower than before, the difference value will cost an equal amount of children.

Fifth, general currency is, of course, energy, which you get from killing enemies. Placing a mother of tower type 1 costs 10 energy or something. Energy is displayed in lower right corner next to an energy symbol. Or maybe directly in the base in bottom center, kind of change color with higher energy or something.

Sixth, there are two phases. First comes building phase, then click on finish and then comes the combat phase.

That's it so far. Still have to figure out the different types of enemies, but I guess the basics are complete and I can start programming again. 😊

Defenergy - August 16th 2007

I'm kind of glad to have found a style that I'm using for Defenergy. It's gray scale with a touch of blue, so it's similar to HQS's choice of color. But that doesn't hurt, I think.

The style of the racing part needs an overhaul, and I'm still trying to figure out how exactly I should draw the tracks backgrounds. But I have the feeling I'm close to a solution.

I've made the main menu to build all 6 types of towers, and created a tooltip function. Also the basic stats of all towers have been implemented.



Defenergy - August 18th 2007

Added more construction functions and a submenu tree for towers. Still having a bit of a problem to find a good design for the different types of towers... 🤔

Taskless Sheep - August 28th 2007

After a very long pause I finally made the first versions of Craving and Nothing But a Dream, and made my very own version of The Curse, which features my vocals. I will try to make more in the coming days.

Taskless Sheep - August 29th 2007

Well, I tried to write some lyrics for Nothing But a Dream, but either I'm too tired or out of ideas right now, or both. It didn't work, so I stopped forcing myself. I went back to "Craving" because I made some little mistakes yesterday when mixing it. It should be the final version now.

I listened to the guitar of Blur, thought maybe I'd have some ideas, but it's just ... too unique to add any elements, except for maybe a bass part. I don't know.

I should get some sleep.

Taskless Sheep - August 30th 2007

Alrighty, seems sleep did in fact help! I did the lyrics and vocals for Perfect Confession (previously knowns as Upcoming Storm). And to my surprise Nameless liked it! I guess this means I'm more motivated again!

Taskless Sheep - August 31st 2007

Pretty long day. First of all, I was fed up with The Curse's curse so I just sang the parts again, that weren't really accepted by the tough audience. Now it is accepted. 😊 Then for the rest of the day I worked on lyrics and vocals for Nothing but a Dream. Seems like I have to mix everything from scratch again, the drums seem to make too much noise. 😊

Taskless Sheep - September 01st 2007

Just made a few adjustments to Nothing but a Dream and listened to other songs, tried to find new ideas for several songs.

Halfquake Sunrise - September 03rd 2007

I thought very long what to do this week. Either continue writing my new book or Halfquake Sunrise. Ideas for HQS are still a bit vague, but I'm good at improvising and it has been such a long time since I did anything for it, so I decided this will be a Halfquake week.

A few weeks ago I collected more textures. I will need a lot more textures to make it a lot more interesting this time, so I guess when I'm in Vienna again (where mapping is a bit uncomfortable because I'm not alone) I will do some more texture hunting sessions.

HQS will be creepy, dark and a bit on the mental horror side. I'm already afraid of walking around in its world. I can't wait until I add sound effects and a soundtrack. I wonder where this is all going, but HQS seems to be the vent of my fears at the moment. It's a bit weird since I really hate horror games, and now I'm kind of creating one myself. I guess I just need a place to cope with some fears. Who knows, maybe this will turn out to be a good therapy.

(October 26th, 2012: Don't worry, you're not alone. Reading that last paragraph always makes me laugh and cringe at the same time as well.)

Halfquake Sunrise - September 06th 2007

Well, this week was kind of slow. I've been very tired, probably because of lots of stress at work the past, hm, well, three days, and because it's getting cold and my body seems to need some time to adjust itself, I guess. Huh.

Oh well, at least I mapped a bit today and got some new .. ideas. Sven is gonna visit me tomorrow, and I'm kind of sad that I can't really show him anything yet. But I guess that time will come sooner or later. 😊

Walter's Deal - September 15th 2007

I sat down with my cousin Nina to write through three hours of our first - and certainly not last - writer meeting. I wrote two "chapters" (about three pages in Word). I'm really glad the meeting worked. It was a bit weird at first, well only the first few minutes, and then we sat in silence, only the noise of our keyboard strokes flew through the room. I can't wait to continue writing on Walter's Deal.

Antaran's Journal - September 17th 2007

I prepared the shop at cafepress.com. I don't think a lot of people will buy it. I ordered (why the hell am I starting every sentence with myself?) 15 copies of the book. It's a bit of a problem because I promised a handful of people I'd give it to them for free, and now it costs me about €8,50 and I'm not really swimming in money... I guess I'll have to talk to some of them and discuss our options (either buy it or read it online).

I talked to my mother about this and she said, oh well, see this book as promotion then. Those who liked the first will also buy the second one. Just what John Grisham said in the introduction to A Time to Kill.

Well, still two weeks before I get those 15 copies, let's hope they turn out alright...

Walter's Deal - September 18th 2007

As a fly sat down on my monitor it somehow... inspired me to write the next chapter. I killed the fly later because it kept annoying me. I was sorry, but trying to get it out of the room probably would've failed. However, I've saved a little spider. Mainly from myself though, who knows how long it will survive out there when it has close to 5° outside during the nights...

Halfquake Sunrise - September 28th 2007

I've drawn a few ideas on a sheet of paper. I'm having a lot of ideas for HQS's architecture, as my mind keeps "recording" and scanning everything I see and tries to figure out how everything could fit within HQS. I've played my first gameboy game "Skate or Die: Bad'n'Rad" on an emulator again and it inspired me a lot to make HQS just a bit more challenging than it currently is. Just like the first part of HQ.



I think it is very important to finish the outline of HQS on paper. The last times I've worked on the maps I kept improvising - which is not entirely a bad thing. A lot of HQ's sceneries were made up on the spot. But I gotta have a guide somehow. And pretty soon too.

I'm looking back at 2007 and I don't see a lot of things that I've done. I need to do a lot more before the year is over. I want to present some things to the people that are checking the farm at least once a week. Then again... in June/July I've changed. I now make things more for myself again than for anybody else. Actually... what I just wrote is the same self-pressure-making that I've grown tired of in the past months. I'll continue to do whatever I want whenever I want. Big note to self.

So, HQS in 2008? That sounds likely. I just want it to be done before 2010. Damn, 2010 is stupid for typing. 2020 seems pretty good. Can't wait for that year.

Antaran's Journal - September 30th 2007

I don't really know if this should belong in this category, but I spent some time packaging a few copies of Antaran's Journal today. Opening the box full of 15 copies had a bit of magic to it. Not as magical as seeing the printed book for the first time, but still enough magic to make that moment a memorable one.

I have a bit of an issue with the actual value of the book. It costs 9 euros for 150 pages. While the novel "Flowers in the Attic" which I'm reading right now costs 7,99 dollars and fills 500 pages. It is a curse to be a self-publisher.

A few people in the company I work at want one copy too, so I'm going to take some with me tomorrow. I'm a bit nervous though. Especially because I fear that some people might tell me they found an error. I'm really, really afraid of that. I worked hard on correcting the content, but I could've worked just a bit harder. But I didn't want to over-correct it either.

I'm looking forward to Walter's Deal. I'm thinking of trying a different publisher then. Maybe some Austrian one. I wish a company like cafepress.com were around here. Would save me a bit of delivery costs...

Quick Movie Reviews - October 01st 2007

I've written another quick movie review (part 8, to be precise). This has taken a lot longer than I planned. Three and a half hours instead of two. Hmm. Oh well. No more music and/or Walter's Deal today.

Walter's Deal - October 02nd 2007

I actually wanted to continue writing today, but instead I wasted most of my time with the stupid internet... But, I did some research on the teleportation topic. There've been some nice ideas, like... teleportation does destroy the original and only create a copy, or what happens with the soul, possibilities like storing the complete data and creating a copy years later, or if the original version is ill with cancer for example, simply create a copy without the tumor. Or use teleportation for moving furniture from house to house. Lots of new ideas for my little world.

I also noticed a few errors. My story plays in the nineties, but apparently the first quantum teleportation has been made after 2000. Well, at least the word "teleportation" has been introduced in 1920 or something, as somebody noticed odd behaviors of things disappearing and reappearing in nature. Or whatever.

Another thing I keep thinking about is the location. I guess USA would be a good starting point. Hmm. I'll have to examine the map closer and start in a small village. Hopefully there haven't been any major changes in the last ten years. On the other hand, who cares.

Walter's Deal - October 03rd 2007

I wrote the next two chapters, five pages according to Word. Everything seems to be okay, only thing I kind of have a problem with is the style and maybe it needs a lot more, uh, descriptive things. But meh. What's done is done. Actually it basically writes itself because I have most of the things already in my head... Let's hope it'll continue that way.

IAD - October 04th 2007

At work I took a break and decided to make a quick javascript test for IAD and see if my idea to have one big field in a container, so you load the whole map at once and then just move around on it. Well, it didn't work. Some maps have $200 \times 200 = 40000$ fields, and the test site got slowed down already after like 150. So, that didn't work either.

There has got to be a way to improve this game...

Music - October 04th 2007

I got a melody in my head when driving home from work and recorded it. After finishing that basic "song", I just kept playing the last three strings on my eguitar and ... it somehow inspired me to make another track out of it. It reminds me of the last song on that Cardigans album called Gran Turismo. Hm...

IAD - October 05th 2007

I think I'm going to brainstorm a bit...
I need music... hmm *checks winamp*
Okay.

Manson - [I put a spell on you](#) >.>

Well, I had a quick thought of completely scrapping IAD as it is as a whole. And make a more HQ-ish thing out of it. Not running around with a dragon, but with a pixel stick figure...
Hm...

Now that I think about it, that would remove a lot of IAD's ... charm... I guess.

Hm.

Well, the other thought I had (I think it was yesterday) was to make the field that you can see more widescreen-ish. Because right now it's more or less just a square field. But I guess the disadvantages would overshadow the few advantages...

Yes.

So, I guess I will keep on thinking...

Music - October 09th 2007

I've had a melody in my head for the whole morning, until I finally decided to open up Fruity Loops and note it down. It's the beginning of the eleventh song now.

Articles - October 12th 2007

I've written the [review for Half-Life 2 Episode 2](#). I think it's simply awesome. I love that game. Along with Portal and Team Fortress 2, all released in one package called The Orange Box. Really, I'd like to meet the persons who made these games and thank them. Thank them for the inspirational boost they've given me. It's an honor for me to take part in the worlds they have created. That's how deeply in love I am with those games. Halfquake Sunrise, my friend, we've got a lot of work to do, but don't let that break your spirit. We can do this. We have to. I just looked at the monthly downloads of Halfquake Amen: Apparently up to 500 people are still discovering it every month. After so many years... There's no excuse not to work on Sunrise now anymore.



Walter's Deal - October 13th 2007

I've grabbed my laptop once again and visited Nina for another four hours of writing. It went rather well, I've written the seventh chapter, spanning over three pages, according to Mr. Word. So far the story feels very good. Can't wait to continue writing.

Halfquake Sunrise - October 14th 2007

So, the last few hours and yesterday I've noted down a few more ideas, and organized the HQS file. As I said previously, the Orange Box has given me a lot of inspiration. I think I'm finally going somewhere. I will try to work on Halfquake Sunrise this week. Although I feel very strong about Walter's Deal as well right now... I will just have to take a break from writing for a few days. Well, we'll see what's going to happen the coming few days...

Halfquake Sunrise - October 15th 2007

Yesterday (writing this on October 16th) I've had my first real mapping session for a very long time. I'm excited. I've spent roughly four hours working on the first level, mostly still improvising, but already based on some ideas that I've put on paper. Today morning after taking a shower I wrote down another three ideas. I hope this influx of ideas won't stop anytime soon.

I talked to bj today and explained some ideas that I've had, I think he approved of them, but it's always kind of hard to say. But meh, on the other hand he is always honest, if he didn't like it I would've gotten a different answer. I hope.

But anyway, while talking to him I had another bunch of ideas for the ending and the "story". There won't be a lot of story, as the focus of HQ has never been story (only PHQ had a little emphasis on that part, and some people suggested the diary of HQA was a story portion), but I guess it connects to the PHQ story in some way.

Basically there are several institutes now, all of them underground somewhere in some desert. That place is constantly under attack (PHQ's Common Enemy), so the player will experience quakes, and sometimes walls collide and reveal the path to one of the rooms of HQ1 or HQ2. Also, bringing back another idea from early HQS brainstorming, the idea behind Sunrise was to at one time see a crack in the ceiling and rays of sun reaching through it. I guess that can be combined.

I'm constantly thinking about the place I'm creating. I want to be there and take care of it, advance in it.

I can't wait to come home today.

Halfquake Sunrise - October 16th 2007

Well, what can I say... the whole buzz around Portal is making me jealous as hell. I mean, I really enjoyed playing it and it's quite ingenious. But when I see people's reactions to the credits song "Still Alive" it just... I mean, the HQA song had the blueberry hills cover. Yes, people have praised HQA a lot in the past. And I know most people around here see that Portal is very similar to Halfquake. It's a little relief. But... Well, that resulted in just a little motivation loss, I guess...

I can't live up to anything with HQS. Whether HQ1, HQ2 or Portal. I don't even know if it lives up to my own expectations. But I have to get it done. I just have to. Gah.

Going to Half-Life 2 won't make a difference. Then I'd have to start all over again. Not only with the maps, but also with learning. And I can't map for HL2 here right now because I have a 950Mhz machine which can't even handle HL2.

I... don't know what to say. It's just hard... and a lot of pressure... but, I guess after all I'll just have to ... suck it up.

I can't work on HQS tomorrow for I will have to visit my father and help him set up a computer of his coworker. Yay...

Taskless Sheep - October 17th 2007

Taskbeenden has started to write and record lyrics and at work I finished the text. I couldn't record it after work because I had to visit my father, which lasted until after midnight. Well, a lot of things happened there. I witnessed Alex being depressed because of school, and I realized somebody I took care of during the civil service and had died shortly afterwards was one of the best friends of my father. Hmm.

Halfquake Sunrise - October 18th 2007

Today, somebody asked me if Halfquake Sunrise will be in black, white and green. I have been asked this question a lot ever since the existence of Sunrise got mentioned. That question alone makes me wonder what people expect of Halfquake Sunrise.

I can say that Sunrise is not designed to be a simple addon to HQ2. It's an addition to the Halfquake series. HQ1 laid out the basics, HQ2 explored a different angle, and while I can't say that HQ3 will be as different from HQ2 as HQ2 is different from HQ1, it won't be just a copy of HQ2. Of course, it will be similar in some aspects - it is Halfquake after all and it's still created by me.

I just can't grasp what people think Sunrise will turn out to be, and I'm afraid a lot of them - a lot of you - will be disappointed. Either it will be too similar to HQ2 - not making it worth the months and years of waiting - or it will be too far away from it, rendering it equally worthless. In the end creating Halfquake Sunrise is basically a lose-lose situation.

But, thankfully, as long as I'm having fun creating it, there will be at least one happy player as well. That is what I believe in.

That is actually a text that I wanted to post in the farm news, but ultimately I decided against it. People will say that yeah, it'll be so different, blue instead of green.

Haha.

The game Portal has been out for over a week now. There's still the aftershock of fandomism, as I call it. Everyone's writing "The Cake is a Lie" everywhere. And listening to the credits song "Still Alive" on repeat. And praising its awesomeness.

I for my part am sitting in my corner, turning green of jealousy. Jealous of all those positive comments. I just hope HQS won't just die at the hands of its players because "IT'S SO NOT LIKE HQ2" or "IT'S SO

LIKE HQ2".

Really, a lose-lose situation looks a lot brighter than HQS...

(October 26th, 2012: Don't worry, son. Things will look brighter in two years!)

Taskless Sheep - October 18th 2007

Recorded the vocals that I've written at work yesterday for The Causation. Also made another version for The Curse. I hope this is the last and really final version now.

Halfquake Sunrise - October 19th 2007

Just a bit of testing and playing around with Spirit of Half-Life's features. And I wrote down another idea.

Halfquake Sunrise - October 21st 2007

Fixed some errors in the first map and did a bit of research on how to change the loading sprite. The idea was to hide the loading completely and play an MP3 while the next level loads, but... I guess, it's not possible and I'll have to live with the loading sprite. Even more so because the Steam version displays a big gray loading bar. So, case closed. I guess.

Still, I would've liked to maybe at least make the original Halflife-based HQS not display the loading. I guess I'll have to chat with the people over at the Spirit Halflife Forum.

Halfquake Sunrise - October 22nd 2007

Changed the HQS page by making a flash using a screenshot - the first official screenshot of the new HQS version... Well, can't wait what people's reactions will be. If there are going to be any at all.



Diary - October 27th 2007

Well, the past few days have been rather fruitless. I've made a flash countdown for the service times of the company I work for, and I made a website for two of my colleagues. All the while thinking about how I shall continue with HQS and Walter's Deal...

Nina helped me look for the right place to start in the USA in Walter's Deal. And by playing some games I've gained a few more ideas for HQS. I just have to keep on working on them and not lose motivation. I just can't let this happen...

Diary - October 30th 2007

Hello.

Hello me. Are you alone? Good. Made sure nobody else gets this? Alrighty. Hear me out.

There are a few things... that I have to tell you. I've already told them a bunch of other people. But... it doesn't seem to go away. So, I was hoping you could help me.

Yesterday morning I experienced one of the most frightening situations. On the acceleration lane my car simply died on me. There was a little click on the right side and I couldn't accelerate anymore. So, I stood there. On the acceleration lane. Cars rose behind me with increasing speed, and three or four of them saw my car in the last millisecond and were barely able to dodge. I will never forget that picture while I was looking into the rear view mirror. Those long minutes that I waited for the ÖAMTC to arrive, which my mother had called. Then... of course it had to happen. A car behind me hit the brakes and the car after that crashed into it. Thankfully nobody got injured. Hearing the crash noise I had to close my eyes. I just couldn't believe it. I didn't know what to do. I couldn't just simply get out of the car with other cars racing past me... The police came shortly after the accident. One police man opened the door on the passenger side and asked me what I was doing there. I told him that I couldn't start the engine anymore... Well, after telling me that I had been the cause of an accident and asking me who I'm waiting for, he and another police man pushed the car down into the ditch while I steered. I felt like ... garbage. Thrown away. Nobody cared... somehow. It felt really weird. The two cars and the police drove away and I moved out of the car through the passenger side and thought now I have no excuse not to put out the breakdown triangle and put on the yellow vest. That's when the ÖAMTC arrived, finally. A man in his fifties helped me then. He hauled off my car to the next parking lane, where he investigated further. He also told me that it wasn't my fault the accident behind me happened. Well, I still thought otherwise. The two cars with two men standing beside them were on the parking lane as well, and I didn't look at them, for I was sure they were looking at me, constantly. Anyway, a truck came and couldn't get through, so I had to move my car away, backwards to the right. Then finally the ÖAMTC guy fixed the car, apparently some fuse for the fuel pump was dead. He replaced it and told me that I could continue driving. I wasn't sure about that, so he sat in the car and accelerated twice. Should be fine, he said. Really. Was probably just coincidence the fuse went out.

Okay. So, I thanked him, wanted to shake hands, but he didn't see it (awkward). After all, I was really relieved. That guy seemed to be a very nice person, but a bit afraid of showing a "soft" side. Anyway... Well, that was the beginning of the day. I only had 8 lives left, I told myself... I still can't get the picture out of my head... it's stuck ...

The following night I dreamed of Tina and Verena (Tina was the one that told me to seek a psychiatrist after I'd shown her muddasheep.com, and Verena was a girl I had a crush on during elementary school). I introduced them both to Auri, and Auri to them. And then Tina turned to me and asked me if I had already improved or still working on things like the last time we had talked...

I forgot to mention, I just got my new mobile phone on Sunday. I still don't know what I'd have done without it when I got stuck on the highway. I think I would have just killed myself. There were enough options for that anyway.

So, I woke up today to my new mobile phone's alarm tone (an MP3 of Knights of the Temple soundtrack), and thought, yesterday had been a bad day. Surely this one will be better.

Driving past the area where I'd had the accident yesterday felt so weird. I also felt somehow like... I wasn't really there... like ... I don't know, I really only barely survived yesterday. It was so strange... But eventually I arrived at the company. I even worked most of the time today. There's a new flash that I have to create, which isn't so bad to work on I guess. Then, 5 pm, I tell Auri I'll drive home now, buy food, take a shower, and that I'll see her later. I've been listening to the Korn album called "Untouchables" the whole day, and the singer's voice was still echoing in my head. The whole day seemed strange. Even at midday walking with Franz and Astrid to Spar and buying food had been strange. So, I sat in my car after work, start the engine, drive five meters and the engine goes out. I

tried to start the engine, but no luck. The car was dead again. Luckily a coworker was right behind me, so I got out of the car and asked him if he had jumper cable - and if he had time. He said, sure, for you anytime. I felt flattered. He got out the cables from his trunk, and turned around his car so we could connect our cars' batteries. Then I opened the hood - and thought... this feels weird. It will die again. It just won't help. So, I told him it's okay, I'll get some other help. He gave me Astrid's number. A few minutes later I felt utterly stupid, I think I hurt his feelings a bit because he was so eager to help me and I somehow turned him down. Well, I didn't want to annoy him, that's why I didn't want him to stay around for much longer. I called my mother. She said she couldn't pick me up because of a seminar or something. Don't call ÖAMTC, the mechanics will get the car tomorrow-ish. I called Astrid. Franz picked up the phone. They'll come get me in about twenty minutes.

So, I once again sat in my car, waiting. This wasn't in a dangerous zone like the day before, but there were still a few cars passing by, which made it uncomfortable enough. It got a bit cold. I kept hitting keys on my new mobile phone, looking at the wallpaper I made out of a photo of my eye with the Halfquake Sunrise logo inside the iris. Astrid called. They were stuck in a traffic jam. Be patient, Philipp, she said.



Waiting. Waiting. Waiting. Then a car braking behind me. I get out and see Franz in a tshirt. "Well, somebody's out of luck," he said. The following few minutes were very chaotic. Call ÖAMTC, I say no, I don't want to, the mechanics will collect the car the next day. Okay, put out the breakdown triangle. Franz did it. We pushed the car back a bit, and a bit closer to the sidewalk. Then they drove me home. Franz kept yelling chaotic things. His car was very old, couldn't drive over 60 km/h or otherwise something would happen to the tires. I sat on the passenger seat, Astrid behind me. They talked chaotically. Franz was panicking, didn't know where to drive, and I kept telling him because after five minutes I already knew where we were. Astrid wrote down how to get back on her mobile phone. We arrived in Bad Schallerbach and I asked them to let me out next to a store - I still needed to buy food, and the store would close in fifteen minutes. Then Astrid accidentally deleted the text with the description of how to get back. So I retold them the key sections. (Later they told me that they had gotten lost on the way home, but eventually had made it.)

I thanked them deeply, got out of the car and bought frozen food. My heart skipped once and I felt really weird and dizzy for a short moment. That wasn't a good sign...

I walked home with the box of frozen baguettes in my right hand.

When my mother came home we arranged a few things that will help pick up the car and hopefully get it repaired and working again.

I... I think that indeed helped... I feel a bit better now. I won't go to work tomorrow, even if I feel a bit bad about it. I'll work at home. I don't know, I don't feel like taking the train and bus to get to work, that would take more than an hour. It'd be crowded too. And I just can't have that stress now... I hope it'll be alright when I tell them tomorrow...

I should probably go see a doctor. Not only because of my heart, but also because of my back. I don't see a very bright future. Hm. I should exercise...

On Thursday I'll visit my mother's father's grave. I think about him every now and then. Mostly because I've been dressed in black ever since he died. Which, I admit, is... I don't know. I just don't feel like putting on any color...

Well... There are a lot of other things that still bug me, but the biggest of them all was that car incident yesterday and today. I really have enough of cars and highways for the moment...

Halfquake Sunrise - November 02nd 2007

Continued mapping the second map. There have been a few minor problems with the Half-Life engine, but I'm handling it with care and so far everything had turned out well.

Walter's Deal - November 09th 2007

I did a bit of research for the area the story is currently taking place, and with a bit of help from Nina I've decided that Wisconsin was the county for the start of Walter's adventure. I saved some photos for inspiration, and fed myself with various info of the county and the 1990s in general. And today I've visited Nina again for three hours. Unfortunately she wasn't really in the mood to write, so I myself only got one page done. We talked a bit most of the time. Well, can't wait for our next meeting. I still have to finish writing the chapter I began, but I'm currently a bit stuck... Hm. Well, I'm sure I'll think of something.

(2 hours later)

Well, I actually finished the eighth chapter now.

Taskless Sheep - November 12th 2007

Started my mixing work on Shadow of the Night. Made drums and edited all bass and eguitar samples to fit to 110bpm.

Taskless Sheep - November 13th 2007

I've fixed a few things in the song I mixed yesterday, and in other songs that were already marked as finished. I'm very tired, thus I didn't do much else.

Diary - November 13th 2007

There is a new thing slowly manifesting in my mind. It is based on IAD, and probably would make IAD redundant.

The idea is... You start small, like only a little blob. For example, you could play a blob escaping from a witch's little house - maybe because the witch is gone, and the witch is actually a nice person and you wonder what's going on. So, as a little blob you jump out of the ... laboratory glass, or whatever, and explore the world.

I'd try something new this time, that is writing the scenario ahead before even thinking about gameplay mechanics too much. I've watched an anime recently (Welcome to NHK) about a hikkimori and his friend, and they worked on a game. The hikkimori (somebody who's afraid of going outside - which I can only sympathize with) wrote the scenario (dialogues, and such) while his friend did all the rest.

So, the story about a little blob.

As you reach new corners of the world, you get new body attachments, such as, an arm, feet, weapons, hair, eyes, ears - and so on. Little things that you have to collect to progress. For example to move something out of the way that is blocking your further progression you'd need an arm or something... I'd do a lot of random story things... weird, and strange... maybe if I think more about it something will cross my mind...

But of course, HQS has top priority right now when it comes to making games. ☺

General - November 14th 2007

I've written a new farm news entry, made pages for Tournament and Phabetal (so visitors don't get sent to Newgrounds), added more images to the stuff section, and... yeah, guess that's it.

IAD - November 15th 2007

So, let's have a look at what this new IAD could look like...

All maps are inside the SWF file, which means you load the game - and you're done. You don't ever have to load ever again. Well, that makes updating a bit of a hassle, because you'd have to prompt people to reload, or clear their browser cache. Gone is the idea of housing for now, although that could be made by providing certain tilesets to the players, which they can place in special programmed rooms.

The backgrounds in the regular world can be simply drawn by hand and also feature tiles or prefabs, such as crates, trees or whatever. In a layer above the background you place invisible wall tiles, that block the player.

The player can move with mouse or arrow keys. Talking to NPCs is something I will have to figure out still. I don't think it's very comfortable for the dialogue to be stored inside the SWF file, no, I think I will make it database based, and get the dialogues through a simple XML request or something. So, you talk to an NPC, it downloads the whole dialogue tree in an XML file, and the flash just walks you through it, based on the player's input. Making extensions, like quest based dialogues could be a bit of a problem, but since quests should be stored in databases anyway, you can change the XML dialogue-trees accordingly anyway.

Making it XML-based also allows users to create their dialogues once housing has been implemented.

When the player moves around it will send the current position to the database every five seconds or so (if moving!). At the same time it retrieves a XML list of players currently in the same area and displaying them.

I have no idea how to make the player move around in larger maps, or if I should just make the canvas size 1000x600 or something, and that's it - no scrolling, just walk around. Actually, I think I like that idea very much. That way you can break up the areas into small sections, and traffic wouldn't be so huge (updating player positions, etc.). Damn, I really like that idea... I also thought to make one frame on the main timeline of flash a different area, just like it used to be in the game Moosy I made with the russian guy Sangel (which got never finished, but meh, I learned a lot).

Music. Well, to be honest the Sound Designer just doesn't cut it. Either I make mp3 files or... I can always try to implement the Sound Designer somehow, but I don't know. I'd much rather upload mp3 with a bitrate of, say, 32kbit, or something. Same counts for housing, people can just upload small mp3 files. I don't know if that is a solution. Maybe the SD isn't that bad at all... and I can find a way to implement it so that it actually works. We'll see, I guess.

Chatting is also another thing that needs to be implemented properly, supposedly in the lower left corner or something, make it resizeable, or something. It would/should still use the normal hq_chat database table, so that users using the normal hq chat are able to chat with people ingame. I could just remake the current hq chat with flash, just to get the hang of the whole flash/xml/php/sql thing. I did some of that stuff for the company I work at for our new website. It reads data from an automatically generated XML file. So, I guess I already have an idea how that will work.

I feel like starting right now... But of course, HQS comes first. I will just wait a bit and collect more ideas for the new IAD.

IAD - November 16th 2007

Started with the new client by getting the latest chat messages through XML into the flash client. Now I'm kind of stuck on how I should update it and move the whole chat text up. But, as usual, I'll think of something. Blablabla.

This will be interesting...

IAD - November 18th 2007

I tried to implement a simple chat with the XML fetching thing, but every time it loaded up the XML file on the server the whole browser hung, so I looked into other possibilities and after some experimenting I finally got a XML-Socket connection working. It is more or less a direct connection to the server. This is really going to be interesting.

IAD - November 19th 2007

I came to the conclusion that to test the whole thing it would be nice to remake the classic HQ Chat, since it will be connected to the new IAD in a way. Well, either I'm too tired or just not motivated enough, but I still have to figure out a nice way to do it all... I think I'll go open a new file in my texteditor now and go through the chat functions step by step...

The really tricky part is all those functions I've already implemented in the current HQ Chat, like smileys and message codes, emotes, links, and everything.

I should probably rather work on HQS or something like that... But somehow I feel this is a bit more appealing to me right now. And one should always go with the flow of the soul! Spirit. Whatever.

(1 hour later)

I did it! The basic structure of the chat stands and is connected to the PHQ session system.

IAD - November 20th 2007

I added whispering, rooms functionality and a bit of colors to the chat. Then I stumbled upon a problem: I can't add smilies to the textfields. It's possible to add a simple tag in the text, but then the image gets displayed in the next row to the left (or to the right, depends on the "align" parameter). So, the smiley is displayed, just not where it is supposed to be, and there seems to be no way around this, according to one or two hours of searching the internet.

This calls for out-of-the-box thinking!

One idea was to simply let people drag smilies on the textfield from a little palette somewhere in the window, which would require a lot of server traffic to send everyone in the chat the position of every smiley. The other idea is to simply let the flash client look through the messages, and whenever a certain smiley appears it simply adds a movieclip by itself, that scrolls with the whole text, or maybe simply fades away after a few seconds. It's a bit difficult to calculate the exact position of the smiley, but it's possible. I guess.

Or not. When the line breaks I'd have to calculate the whole thing, it's still possible but it would mean thousands of extra miles to walk just to display smilies. I'm not sure if it would be worth it.

I just know exactly that people are going to complain about the lack of emoticons. I thought of having the old chat still available, but that's just ridiculous...

IAD - November 21st 2007

Added a user list, a textfield that shows the current room, and an overall layout/design/whatever. What remains are the text formatting codes, chat sounds, and some kind of compensation for the lack of smilies. I was thinking of mini-games that could be played in multiplayer, like multiplayer Space Invaders, or something like that (click on "Game" button, click on a player you want to play with, and Go). Also needed are some buttons, for sending, and connect/disconnect, although I don't really know about the latter two if they're really needed. I kind of want to add some room map like in the Gameboy game Dr. Franken, so you can move around by simply clicking on a room on a map. But for that I need rooms and I don't know if I will use the rooms from the actual IAD game or make specific ones for the chat itself.

I'm very excited with the flash/XMLSocket thingie. It makes things much more ... realtime, and makes every other online game I've made look really slow in comparison...

Walter's Deal - November 28th 2007

Managed to free myself of any barriers and write one page. I would've written more, but well I feel a weird pain in the neck, spanning over to the forehead, and my right ear hurts. Guess I have a slight cold or something. I'll go to bed now, good night.

Walter's Deal - November 29th 2007

I'm a bit ill, somehow my head still hurts, and I think I had a bit of fever today at work, and my throat still feels sore. But meh. I didn't want to go to bed early, so I quickly wrote another half of a page.

Diary - December 05th 2007

So it has been a few days since I've last done something for my projects (I was quite busy). I just want to stand still for a while and see where I am right now. Project wise.

1) Halfquake Sunrise

The last time I did some productive mapping was a few weeks ago. But I've managed to make a few fotos with my new mobile phone which I can convert into textures. There are some textures in the WAD file that I don't want to use anymore (and never did) because they have too much "character" that doesn't belong into my game (I got some from a bunch of texture websites and from an old texture collection on Auri's harddrive). I have a few doubts that most people won't care when HQS is released, because well it still uses the Halflife 1 engine which is a decade old now. Hm, well I could always jump onto the Halflife 2 train, but meh, I don't really care. Those people who really want to play it will get a chance to do so. And after all, the game has to be fun to make for me. So far it is. It's like building LEGO stuff back in my childhood. I still have the huge space ship in my glass cabine at home. I love building 3D stuff, I just wish Halflife 1 would be a bit more accessible. BJ sent me an SMS today, and he said that he's got a new idea for a new text, which I will use in HQS, just like I used one of his philosophic texts in HQA. Can't wait for that.

2) The game I'm a Dragon. I guess it won't ever happen in the shape that I've left it the last time. It will evolve into the flash/XML/Server hybrid. I wanted to make a new HQ Chat because everything's running already (except for smilies) but I figured... people will just complain about the lack of smilies and would want the old chat back. So I'll just incorporate that chat feature in the new game and leave the HQ Chat as it is right now. As for the actual game, I keep getting ideas, like you're a little dot and hands, feet, eyes and all that stuff is changeable. The world would offer a few small storylines that should build the big picture surrounding the whole "world". I'm actually quite eager to write the stories and then build the game around it. It will be fun, I hope. I know I have a quirky humor and I want to make people laugh, just like I did in the past. I know how to press the right buttons. I guess. More or less.

3) Walter's Deal is doing fine. I got rid of some mental shackles and whenever I get some more time I'll continue writing.

4) Taskless Sheep is alright too, just takes a bit of time to do all the music thing. I'll have two weeks' time starting Monday, so I guess I'll finish something. I'll be in Bad Schallerbach for two weeks. Oh, I just remembered, that the second week I will be visiting my grandparents. So that's two evenings less. Oh well.

I guess that's it so far.

There's the little thing that itches me about the Farm website. Sometimes I don't feel at home at all. But I guess that's a good thing because I should have some distance to the whole internet thing anyway. It's not a place to live, just like space.

Halfquake Sunrise - December 08th 2007

I have to end it. I have to find a way to conclude the Halfquake universe and end the core game of PHQ along with the release of HQS. I won't have any excuse the next few weeks not to work on HQS anymore. After seeing a "Is PHQ dying" thread and the post by TheAwake I'm... feeling angry. He said nobody's playing HL1 mods anymore, and blablabla whatever.

I know that I have to end Halfquake to be able to go on.

Even if only twenty people will play it, I'll make it a memorable depressing experience.

This is what I have to do ...

(2 hours later)

I've managed to add new textures which I made out of some photos I took with my new mobile phone.

Halfquake Sunrise - December 09th 2007

While being driven home by my mother I made some HQS notes on my laptop. I basically designed the general plot. I'm not sure whether that's what it's supposed to be, but I'll find out sooner or later.

Halfquake Sunrise - December 10th 2007

Continued making the second map.

Halfquake Sunrise - December 11th 2007

Mapping for hq3_2.

I've showed Nina two screenshots and she seemed to really like them. 😊



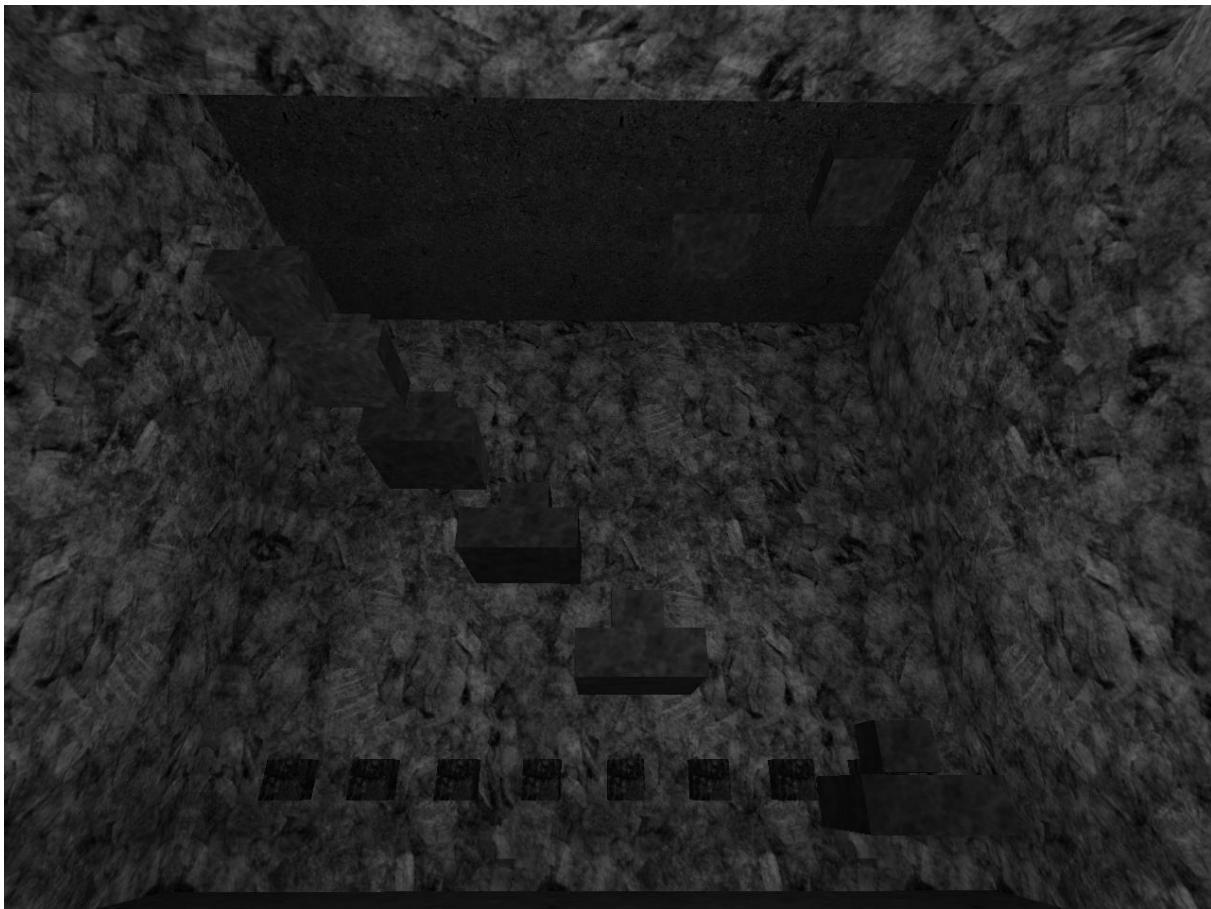
(November 5th, 2012: You can see the old brick wall texture here.)

Halfquake Sunrise - December 14th 2007

Continued to map a bit. Had an idea for a moving staircase which I implemented immediately.

Halfquake Sunrise - December 15th 2007

Added a room with a little music puzzle (using the Halfquake main melody). It took a while to do, but I'm glad it worked out in the end.



(November 5th, 2012: Here's what the puzzle looks like behind the scenes.)

People continue to mention HQS everywhere, last time TaskBeenden asked me through ICQ how I work on HQS, if I just go through it and make things up as I go or if I have a general idea. I told him that it's a mixture of both - I have a general idea, but between those ideas I fill everything up as I go. I know now how HQS will end and last Sunday in the car I wrote a basic outline.

In the PHQ forum thread called "Stirbt PHQ aus?" people are mentioning HQS as well. TheAwake said that nobody plays HL1 anymore. TheNameless said so as well. Both mentioned HQS and that they all are just waiting for HQS.

I'm sure I could take that pressure and let it strike me and stop working again, but somehow I seem to be able to block the pressure and convert it into motivation right now, which is an all new experience for me. I think by taking a giant step away from the internet in general, I may have gotten distanced from comments like these.

Anyway, on Monday BJ will visit me and I want to be able to show him some more ideas, that's another thing that keeps motivating me.

Auri asked me today who's gonna play HQS if it's for HL1, and I said I don't care. Those who really want to play it will reinstall HL1 anyway. That's how I feel about it. Well, honestly I can't really say for sure how I'd feel if I knew nobody'd play it. At the moment I really don't seem to care. I'm having fun. I have lots of ideas, and they want out of my head.

I bought the Prince of Persia trilogy and started the first part a few days ago which gets me some inspiration at the moment. It's not perfect, but it's fun and keeps me busy while not working for HQS or doing household stuff in Vienna.

Tomorrow I'll take the train to Schallerbach again. Coming week I'll see a lot of people (grandparents, BJ, Sven probably), so I doubt HQS will get a lot of attention. I just hope I don't lose motivation again over christmas and New Year's Eve...

Halfquake Sunrise - December 16th 2007

Noted two ideas today while driving home on the train. I would've liked to add more, but I guess you really can't force yourself to be creative. Oh well. It's 9 pm now, let's see if I'm up for more mapping ...

Halfquake Sunrise - December 17th 2007

Added another two rooms and connected them to the "halfquake main theme puzzle"-room.

Halfquake Sunrise - December 18th 2007

I caught a cold, throat hurts, nose's running, head's spinning. I tried to do some work, but I ended up only adding an empty room.

Taskless Sheep - December 20th 2007

Started the song "Afraid of Fear", based on my various fears of spiders and sleeping at night, for example.

Added violin for the first time. I watched a youtube video of some over-confident girl giving basic violin lessons (which she had just attended). It actually helped me a bit. I was able to get some clean notes out of my violin after some time of practicing.

I also have three blisters now from playing the acoustic guitar. Guess that means I should play a lot more...

Halfquake Sunrise - December 20th 2007

Continued a bit, while waiting for the clock to tell me to visit my father's mother for Christmas. I'm still sick, that's why I had some time today for music (see "Taskless Sheep") and HQS.

Halfquake Sunrise - December 23rd 2007

Continued implementing some ideas. I hope to be able to keep up with working on HQS, and not fall into the usual holiday-time-sink.

Taskless Sheep - December 24th 2007

Christmas.

I tried working a bit on the song with the working title "acoustic dreaming", but the drums and acoustic guitar are so off that I have to slice every single note. And even after slicing the whole drum track it sounded like absolute crap...

I'll just take a break from this for now...

Halfquake Sunrise - January 07th 2008

Heya.

So, I lied to myself. Sorta. You know - or rather, I know - I promised myself to work on HQS or Walter's Deal the last two weeks. Instead, I kept on playing FFXI and FF12: Revenant Wings (DS).

So.

I'm back, I'm rather motivated and today I'm tired and I still managed to fire up Worldcraft, or Hammer, as it is called now, and do some minor level stuff. Then after 40 or 50 minutes I closed it and watched The Brave One.

I want to continue with HQS for the rest of the week. Who knows what's gonna interfere. Let's hope

everything goes as planned.

Hm. Plan. Strange word.

Good night.

Quick Movie Reviews - January 08th 2008

Quick Movie Reviews X.

After watching Right at Your Door and failing to work on HQS, this was all I could do. And now it's late again and I will go sleep asap.

Diary - January 10th 2008

I don't know what's wrong with my heart. Whenever I sleep less than six hours for a few days my heart sometimes skips or shortly beats too fast and generally my chest feels like under pressure and I have a bit of a hard time lying on my back. I don't know if I should see a doctor for this, I'm afraid of people taking my blood, and I don't like measuring my pulse with that little thing around your arm, squeezing harder and harder.

Maybe I should do some sport. Be a bit more active and fit. But I'm.. too lazy. I guess sooner or later I'll have to pay the price for this. It's half past ten pm, I should go to bed and try to calm down...

Taskless Sheep - January 11th 2008

Wrote lyrics for Afraid of Fear and recorded them. Uh. Well, I don't know. When drums are added and half of my voice isn't heard anymore I'm sure it sounds a lot better. 

Halfquake Sunrise - January 15th 2008

Continued slowly with the second map. Had a little problem with func_train and changing targets of path_corners. Oh well, I will have to make func_doors or something else.

Halfquake Sunrise - January 16th 2008

Tried to fix the problem with the func_train, and - I succeeded! I looked at an old elevator test map and I got what I was looking for (simply tell the train directly the next target).

I also found something that I should've found years ago: You can actually use decimal numbers in the multi_manager. I remember all the times I've used a workaround with plenty of triggers which the player falls through or a func_pushable gets pushed through... Oh well, it will help me on my way starting now.

(November 5th, 2012: In German, you write decimal numbers with a comma instead of a period, that's why it never worked in the past and I had never tried again after learning about the English notation - well, until now.)

On Friday I'll visit Nina again for more writing. I'm excited.

Oh yes, Sangel (with whom I wanted to create Moosy, a platformer flash game) sent me a flash today with a animated sun and an evil smiley in it, saying: "Stand by. HQS will be ready in no time. ... MWAHAHAHAHA!"

Well, I found it funny. A bit. But I'm also tired of these sort of jokes. Actually it was a stab into my heart, to be honest. So I made a flash with a lot of Moosy characters falling from the sky and wrote: "Moosy. Now loading. I guess." Because he told me that he wasn't able to finish Moosy either. That's a bitter stab back.

That was a childish move... Yeah. But I was a bit angry. At least I wanted to return the "joke". He seemed to enjoy it though...

Halfquake Sunrise - January 17th 2008

More of the same. I stumbled upon another bunch of problems and I will have to redo the little part again, just place thinner columns everywhere to form a maze which the player has to navigate through using the func_train.

Halfquake Sunrise - January 19th 2008

Finally, the part is finished and I'm almost done with the second map, just about making a map change to the third map.

As I see it right now, I need to focus a lot more on gameplay elements. I'm having too much fun making the environment, but there are way too less threats/traps. Well, maybe when the sound is added it will be a bit better. Also, some parts of the second map are disgusting and I will have to redo a lot of places sometime in the future. And there's a few crossroads in the second and first map for which I need to continue with the other ways.

Well. Lots of work ahead. But it's still fun.

IAD - January 24th 2008

I think I'm gonna work myself to death.

Anyway, I'm halfway through implementing the new IAD hud ... err... interface (Steltie says 'interface' is better suited).

I guess I'll finish the thing tomorrow, so Steltie can begin making the server-client relationship... thing... ie.

Whatever.

I'm getting really, really tired and I need 30 minutes of sitting around and doing nothing before I go to bed.

I've also got a bunch of new photos for HQS textures. I really can't wait for tomorrow. I got lots of things to do. And I'm having fun.

Even though yesterday at the company people laughed at me. We discussed MMORPGs and I said quests and levels and all that isn't necessary and the coworker said, well then what's better? Quests are always necessary and I said, well I'm trying to find out. Well, a few really FUNNY jokes followed. My server doesn't need to handle 10 million people like World of Warcraft, because I don't have so many. HAHA. And something else that I can't remember. Whatever.

Reminds me of not telling people at work about my hobbies. Either my hobbies are really that stupid, or they are. Well, not stupid. Just not... flexible enough to encounter other ideas of common things without saying it's bullshit just because it's different.

Oh well.

Good night.

IAD - January 25th 2008

Again. Well, didn't really do much besides brainstorming for the interface and movement and bla.

Really, I'm getting to a point where I need a break. ☺

Diary - January 25th 2008

Status report:

I haven't worked so much in a long time as I have this week. There were a lot of projects for which I had been quite behind at work and I caught up to them, mostly. And the influx of new motivation for IAD has made me redo the interface, install a forum and rethink all the gameplay elements, while still thinking of HQS, Walter's Deal and Taskless Sheep.

- IAD

I'm quite surprised that this is one of my top priorities now. I want to finish the interface so Steltie can have a go at it.

- HQS

I'm close to "finishing" the second map. Lots of loose ends and "filler" rooms that need overhauling, but what's done is done. The third map will require a bunch of new textures to keep the player - and most importantly myself - motivated. I'll soon have to figure out how exactly I'm gonna do the ending and how to lead into it. A masterplan and/or timeline would be great.

- Walter's Deal

Thanks to Nina for the most part, that project just doesn't die. I know where to go and it still feels very good to work on it.

- Taskless Sheep

Waiting for Nameless to have some time. I could mix a few songs down and think of some lyrics, but I won't put pressure on me, I'll just wait until the muse kisses me.

Tomorrow morning I'm gonna drive to Auri again for one week. Weird how I seem to be leading two lives.

Money is quite tight this month. I have ~150 euro left, and ~350 will be added end of next week, so I'll need about 60-70 for food for me and Auri and the 450 euro for the apartment will be subtracted on 31st.

Oh well. According to the latest meeting with my boss, there are good times ahead. Better at least than now.

Good night.

Diary - February 01st 2008

Dear Mr. Diary,

I know you're quite busy nowadays. I think that more people talk to you, than people talk to god. At least the number should be equal. I guess.

This week I haven't been working on my projects at all. I'm actually working a lot for the company (because I'm a bit behind with everything), and I'm playing Dungeon Siege 2 in co-op mode with Auri. I feel that next week I will do a lot more than this week, and that a bit of a break never hurts. I also played Prince of Persia (PC) and Advance Wars: Days of Ruin (DS). I'm inspired.

Today the fourth season of Lost begins and I'm very excited.

I will tell you more when the need and time arises.

Thank you.

Have a nice day.

Diary - February 03rd 2008

My laptop died. Only thing it says is "Fan Error" and then it shuts down again. I'll have to send it to the manufacturer or something. Sent an email to the internet shop, asking them what to do now.

Since I really need a computer in Vienna I just ordered one for 700 euro.

Ah. Money. It's a strange thing. Electronics are rather strange too...

Music - February 06th 2008

Composed a little piano piece, the thirteenth song of my next album.

I tried to work for HQS, I even had already opened Hammer, but I just couldn't and I didn't want to force myself, so I grabbed my e-bass, and afterwards the keyboard.

It felt good.

Taskless Sheep - February 07th 2008

Made some progress with Acoustic Dreaming.

Diary - February 08th 2008

So, BJ had just visited me. I don't know if that is correct, but his interest in Halfquake wasn't apparent. We watched Man from Earth, and exchanged some music. I played a Taskless Sheep song, which he probably ignored.

Is this maybe a sign that I should move on? But where to? Maybe IAD shouldn't be made, but I already made Steltie create the server. HQS is ... getting weird. No, it always has been. Taskless Sheep songs are far from perfect and I hate it. Actually, I don't have one project that I feel really sure about.

Do I?

Well, ... sometimes I do have fun working on HQS. Maybe it's just like somebody working in the basement on his mini railway system. Nothing's gonna come out of it. Nobody will remember me for that. But is that really important? Maybe. Maybe not.

What is?

Having fun is.

I can't be forced to have fun.

I can't force myself.

The setting sun is making me feel sad, I find it beautiful, and I find it sad that the moment doesn't last forever, that I don't last forever. I know that this body I'm in will someday cease, it will malfunction. I am ... afraid. All I can do is to enjoy the moment.

The moment of life...

Diary - February 08th 2008

So I feel like shit. I feel like crying and I have no fucking idea why.

Is it because of money? No. I have enough right now.

Is it because I feel like every FUCKING thing I do is absolutely worthless? Maybe.

But why the hell does that MATTER? Nothing is worth anything... Why now? Why after having another motivation highpoint do I feel like giving up everything again?

Okay, let's break it down again.

Walter's Deal. I think I'm getting somewhere. Honestly, I love the world, I enjoy walking around in it and seeing all the possibilities of beaming. Yes. I'll do an honesty check ... Hm. Seems alright.

Halfquake Sunrise. Despite feeling like throwing up when I hear the word "Halfquake", I feel alright about Sunrise and where it is headed. I'm getting a lot of textures now, which I still need to edit, and I have a bunch of ideas waiting to be implemented. There's going to be a soundtrack - made ONLY BY ME, which means... I can do everything the way I want again. It's been too long that I can really fully wholeheartedly concentrate on my own fucking music.

So, HQS - honesty check ... I like Hammer (the editor). I like building worlds. Halflife is a bit weird (it's getting ANCIENT). I have enough ideas. I know roughly how it's gonna end. I just read what I just wrote and feel like shit again. I sound so ARROGANT AND SELF-CONFIDENT AND I KNOW THAT I'M FUCKING NOT! ... I have a serious problem. Maybe... I need more sleep...

HQS stays. It's old. It's not a new idea, but I want it done. The screenshots I've taken are quite alright, artistically (... who cares?! Art is fucked up). But it stays.

Taskless Sheep... I have a problem with that. Sometimes it rocks. Sometimes it sucks. I wish I'd have complete control over the tracks, but that ain't gonna happen I guess. Besides... No. I don't want to control those tracks. They aren't my idea. It's a gathered bunch of... something. I don't know. But I'll be glad when it's gone.

IAD. Again, serious problem. I don't know where this is headed. Steltie seems to be a good teampartner right now... I'm a bit bitter, this project is ancient too and ... I don't know yet.

My life. Honesty check. I'm going deep down ...

I would like to have the apartment in Vienna full of stuff. I want ... I want to see the world. I don't know why because I'm sure once I do, I don't want to anymore. But I'm an explorer. I know that. I'm a curious mind. I know that too. I hate my neurotic behavior. I can't even lean back on my chair because I touched it with my hair, which has touched the back of my car seat, the seats of trains, and the chair in the office. I feel dirty now... But whatever. WHATEVER. The body is just a shell, a vehicle. WHATEVER. WHY DO I CARE SO MUCH ABOUT THIS STUPID THING

I want to have a chair that doesn't feel like I'm going to fall off any second. I want... peace... with myself.

I don't know what I want ...

I thought I did. Maybe I do. But I'm just going a way that is not really visible.

I guess after all I'm just tired.

Tired....

Diary - February 12th 2008

Since I don't have my new computer yet, I'm working on a little laptop, which I borrowed from the girlfriend of Auri's brother. It's loud, it has a low resolution, and yesterday it froze three or four times. But - I can surf the net and be online in Jabber for the company to see.

I just remembered ... In highschool, after gym class, Manuel asked me why I did all this. By all this he meant the Verarsching Magazine that I created three issues of. I still see the heaps of paper in front of me and myself sitting there for hours making the little magazines filled with random humor. I shrugged and answered: "Because I like to see people laugh."

I have to remember that more often. I'm thinking of making a new farm layout, which looks a bit friendlier - and add the fun again. Right now it looks ... depressing.

Well. Let's wait and see what comes to my head ...

Diary - February 18th 2008

Today I actually wanted to start a little, uh, schedule for HQS. I told myself to work on HQS at least one hour every day. Well, I had to visit my father today because the wlan router wasn't working. I came home around half past eleven p.m. - and the day was over.

I will try to keep my own promise starting tomorrow.

The next format war is over. HD DVD is history. I'm sorry Toshiba. Ironically I told the news my father today and he asked me if his HD TV won't be able to play Blu Ray then... So much for confusing the consumer.



(November 6th, 2012: A photo I've used in the game (after the Dance Machine), shot on February 18th, 2008.)

General - February 19th 2008

I came home after work, prepared schweizer salad for today and tomorrow, sat down, watched the movie Shoot Em Up, and then chatted with Nameless, Steltie, Kowi, Zordi, Sven, and Auri for the rest of the evening. Kowi has finally given me videos of halfquake which I started uploading on youtube. It's really awesome to finally being able to share the game experience with a lot of people, without being dependent on the Half-Life engine.

I actually managed to open Hammer to work on HQS and delete one wall, and add another, but that's all I did. Bah.

I will try harder tomorrow. I've gotta do something! I want this game finished by the end of 2008...

Taskless Sheep - February 20th 2008

Revamped the EXP Manager, so other bands can work with it. Changed the style and *somebody* already complained about it. ☺

(Few minutes later....)

I shouldn't change the EXP anymore. I should focus on more important things...

But hey, they won't like HQS either. Because IT'S DIFFERENT! OH CRAP! DIFFERENT! HOW DO YOU EVEN SPELL THAT?!

Good fucking night.

Diary - February 21st 2008

Nothing.

Here I am, writing a diary entry about how I did absolutely nothing today.

First, I came home. Then my friend BJ... uh, Jochen, visited me for one hour (while I was eating). He told me about his plan to get into playing music again. He hasn't played his clarinet for about two years now and he feels a little tingle inside his brain that tells him to get going again. He also told me that he wants to create his own stuff, because he feels how he acquired the skill to add variation to melody. I thought that was exactly what I was doing all the time. But I didn't say anything. I keep thinking he forgot what I do in my spare time. I fucking create music and shit! Yo. Whatever. Well, I am happy that he is finding his way back to music. I told him to watch Nodame Cantabile, the anime, because I think it's pretty awesome for musicians.

He left after an hour, and naturally I couldn't just actually create something, no, I had to watch Death Proof. It was good. I enjoyed it thoroughly.

After that I selected a poster with Auri for our living room. Gonna cost me 57 euro. The poster looks good, can't wait to see it hanging on the wall.

And now? Now it's 23:38 and I'm tired.

Today when I arrived in the company I drew a little guy on a sheet of paper. He looks neat. I want to do comics again, something satirical...

Let's hope I'll be able to do something tomorrow. I should go to bed. I feel so tired...

Halfquake Sunrise - February 22nd 2008

Damn it.

I actually did something for HQS today, only to see everything I did today resulting in the error of all errors, even getting the compiler to hang itself. So, I split the new stuff I made today into a new map and made an earlier than planned level change. But then the new map didn't want to compile because of some empty hull warning. This is starting to get really ridiculous. I will have to rebuild the stuff I did once again from scratch. That's not THAT bad, but still annoying as hell ...

Taskless Sheep - February 22nd 2008

I had a melody in my head ever since I'd visited my father this week. Today I recorded it with my eguitar and noticed that it absolutely sounds like the first piano part of Destiny. Ugh.

I don't know what to do with it now. I guess I'll just throw it away and hope that I'll get it out of my head sooner or later ...

Today hasn't been a good day for my projects at all, it seems. Sigh.

Halfquake Sunrise - February 25th 2008

So, I wonder why I always want to begin these entries with 'so'.

So, I have decided to make a level change last time which resulted in some wasted hours and today I tried to make a new map and solve the weird "no entities in hull whatever" warning. Well, it's just a warning, but I still don't understand why that happens. After some testing I found out that if you put entities in a relatively narrow place, the warning appears. Make the place a bit bigger, the warning disappears.

I guess that just means to forget about the warning...

Halfquake Sunrise - February 28th 2008

Level change 2 to 3 complete. YES!

General - March 01st 2008

Yesterday I recorded "The Hell" from Halfquake and put it on YouTube. Today I uploaded the rest of the videos made by kowi.

Let's wait and see if people watch, rate and comment them...

Articles - March 03rd 2008

It's not really an article, but I wrote a rather lengthy farm news entry today about the release of Nine Inch Nail's new album "Ghosts" and its rather new method of distribution. It can be acquired using the following options:

- 1) Free download of the first nine tracks
- 2) \$5 - download the full album
- 3) \$10 - buy the 2 CDs, and get download link
- 4) \$75 - buy deluxe edition, 2 CDs, bluray, DVD or whatever
- 5) \$300 - Ultra-deluxe limited edition, signed by trent, lots of crap

Plus, it's released under the Creative Commons Attribution Non-Commercial Share Alike license, so you can share it with anyone anytime.

It's quite a step forward, I think, and I can't wait for other artists/companies to adopt that business model.

Halfquake Sunrise - March 04th 2008

Continued mapping in the third map.

I don't know if I've written about this, but on Friday I went to Stephansplatz in Vienna with Auri and I took some texture photos, mostly of the surroundings of the Stephansdom. Now I've got over 40 photos which I need to convert into textures for the game.

Also, the server was down for a few hours now. I let it reset by the Hetzner people, and now it seems to work again... Let's hope that lasts a while longer. *sigh*

Halfquake Sunrise - March 05th 2008

One hour of fine mapping. Damn, NIN's album "Ghosts" works really well!

General - March 06th 2008

I spent the whole afternoon working on the Professor Layton joke. Was it worth it? I don't know. But I think I had fun.

Taskless Sheep - March 06th 2008

Made the first version of Whenever You Dream (previously known as Acoustic Dreaming).

Halfquake Sunrise - March 07th 2008

Added a part to the third map that I previously had to store away for a while because of some weird warning / error.

Also began making some textures out of the many photos I've made.

Diary - March 11th 2008

Yesterday my 24" Samsung TFT arrived. Auri downloaded 800 images in 1920x1200 and we looked at them. I was stunned. Not only because the monitor displayed the images so beautifully, but mainly because the nature portrayed on the photos made me feel sad. Nature is so amazing and meaningful compared to everything else. Sigh.

Also hooked up the Wii again and started playing Zack & Wiki. Very nice game.

Personal Halfquake - March 12th 2008

Yesterday Steltie wrote me a script to analyse the error log of the server. I spent a few hours fixing a few warnings and errors... Can't really believe I'm doing this. And it's not even over yet.

I wish I had the time to just rewrite everything from scratch... Personal Halfquake Version 5. Mhm.

But anyway...

Music - March 14th 2008

The past few days and weeks I had composed two melodies, both of which I recorded yesterday (I have my keyboard in Vienna now).

IAD - March 14th 2008

Steltie made a lot of progress today, added a bunch of functions and implemented the server javascript flash socket thingy into the main site. Will have to rewrite the popup script and start making some layout changes and come up with some solid gameplay ideas soon.

Diary - March 16th 2008

I have a problem. I gave Steltie all access to my server, so in theory he would be able to read these entries.

I've got a big problem ...

Now, I can either ignore this and just continue writing the most personal things of my life into this Organizer, or I will have to move to a different medium. Or, I will continue writing my experiences in here and skip all the personal stuff. But I know that the most personal stuff has to get out there somehow. It has helped me a lot in the past and I wouldn't want to miss it anymore...

Well. I will have to make a choice. But I guess I can trust Steltie enough, that he won't read it. So, here goes.

I ... well, I'm not doing enough for my projects. I promised myself to work on HQS one hour each day, and here I am, still doing nothing but seldom come up with new ideas.

An hour just passed right now...

Tomorrow I've got a meeting with one of my bosses about money. I guess I should go to bed...

Taskless Sheep - March 17th 2008

I actually spent most of the day working on the EXP Manager. Yes, even during work. I'm a bit behind again with work but meh. I just had to do this update today, and I'm not even finished. Tomorrow I'll add a forum for all the bands to see.

The meeting with my boss got delayed until tomorrow 3 p.m. because he was ill today.

Quick Movie Reviews - March 18th 2008

Wrote the script for Quick Movie Reviews XII. It will be in comic form, showing the dragon reviewing the next eleven movies. I think it's funny. Can't wait to draw it and I also can't see how people react. They'll probably say it's bullshit. Cool!

Taskless Sheep - March 18th 2008

Added a forum for everyone and did some other things.

My dad already called me a dozen times. Alex killed his computer. I must fix it. Blehargh.

Diary - March 18th 2008

I've visited my dad to fix Alex's computer. Well, it didn't work. The hard disk is kaputt. Another hard disk wasn't detected by the motherboard. So, the rest of the evening we talked about cars, women, business, life. He says that he does whatever he wants, because he wants to live his life to full extend. It's weird to admit it, but that's one thing we absolutely have in common. There's one guy that's making him very angry in business right now, because he's telling shit about my dad to his earlier customers to get them to sign contracts for him (the new guy). But my father keeps most of the customers, solely because the customers like him too much.

His (other) three kids were pretty loud again and Petra yelled at them constantly to stop whatever they were doing currently. Dad told me, "never have kids... Maybe one."

I'm so tired. This was a wonderful day. I'm exhausted, but the new direction my work is going, and the talk with my father actually made me feel good. Also, the feeling that I have a lot of ideas for my projects right now simply fills me with joy.

Well, I really have to go to bed now, so I will see you tomorrow, I guess.

Whoever you are.

(I hope you're not Steltie.)

Taskless Sheep - March 19th 2008

Screw all this crap here. Argh.

I tried writing lyrics for Whenever You Dream, but I don't know, the text sucks, my voice just doesn't fit to the song. I think this will be instrumental only.

I just wasted another evening.

Taskless Sheep - March 20th 2008

I gave Whenever You Dream another chance - and it seemed to work. I couldn't work on HQS because I kept thinking about the lyrics for the song. So I just gave in and there they are. I fiddled around with the volume long enough that I'm more or less satisfied now. Only thing remaining is some kind of bass...

Halfquake Sunrise - March 30th 2008

Back from vacation in Lienz. I developed a habit of writing down at least one idea every day, and it seemed to work out quite well. I've also sorted my file a bit, so that working through the idea should be quite fun. A few loose ideas are spread across the desk and in a textfile on my harddrive, and those need to be sorted into the file as well. I've got a huge pile of ideas now. HQS is growing and growing. Now if I could just find the time and motivation to implement those ideas...

I'm also thinking of another thing for the HQS website. There could be several sections, one for collecting emails for when news about HQS surface. Another could be some kind of puzzle of an image or something. I'm still working things out. I'd like to make a puzzle for the release though. A puzzle that

can only be solved when a bunch of people work together, and when the puzzle is solved, HQS is ready for download.

I'm also starting to get ideas for Personal Halfquake Version 5. But I'll write those in a separate entry.

I'll add up all the time I used last week for HQS, just in case you, whoever you are, are wondering. I guess ten hours should suffice.

Personal Halfquake - March 30th 2008

While driving home from Vienna I had a few ideas for the next installment of Personal Halfquake.

I'd have to start everything from the beginning, make new scripts, starting with "phq5_". Most functions should somehow be AJAX driven, so that the game is a lot smoother. The level/xp system should be removed. Traps placement is simplified, so that it doesn't need to put in a line anymore, but every trap has a different shape and size (much like Tetris). You can also add more space to your institute, maybe a max of 15x15 fields. Trap kills should be 1 kill for first trap, 1.5 kills for second trap, 2 kills for third map, and so on.

CV items could be hand-crafted and named by players. Economy should be simplified, simply sell victims to the black market, where players can purchase them, and traps crafters can sell their traps to the black market, where others can purchase them as well.

Also, start building the game with multiple-institute-functionality of some kind. Multiple account users shouldn't be forced to use multiple accounts, they can just use one account and manage multiple institutes.

The more I think about it, the more ideas I get. I'll see if I get more like these.

Games like Luminous Arc have definitely inspired me to try another version of PHQ. There will be problems with people who have high levels now (they will complain about a reset), but I guess there's always somebody who's going to complain.

General - March 31st 2008

Wrote the story "Gary Ordinary".

I don't know whether people will like it or not, it's just a little experiment. Initially I wanted to play a joke on everybody again, but I know that hadn't been such a good idea in the past. So I came up with a few things you really shouldn't do on April 1st, and squeezed them into a story. Most interestingly, the reader seems to be made fun of as well, as he walks along Gary and feels his emotions (if I wrote it well enough), and at the end it all was for nothing. Just like Halfquake. AHAHAHAHA!

Oh well.

My laptop FINALLY arrived after several months of absence. The harddisk lies in Vienna, but I tried booting it nevertheless and it seems to work. All in all this means I can visit Nina again to continue writing on Walter's Deal!

Taskless Sheep - April 01st 2008

Worked on drums for Thought Machine. I'm getting somewhere!

Taskless Sheep - April 02nd 2008

Continued working on Thought Machine, added bass. Turned out quite well, actually. I don't think there will be vocals, maybe another instrument (strings or something). Or acoustic guitar. Only one background element is missing, I think.

Tired as hell. I don't know why I can't bring myself to work on HQS...

Taskless Sheep - April 04th 2008

Fixed some minor issues for Thought Machine. Was thinking about adding acoustic guitar, but it may be too much in the end. I suggested the newest version as the final version.

Halfquake Sunrise - April 04th 2008

Not doing as much as I should. I made two sounds for a sound puzzle, but that was all. I don't know why it is so hard to work on it, but I guess it all happens for a reason.

Thought about a way to make people play HQS with the original Halflife version (not the Steam crap). I thought about buying a few Halflife CDs and send them as gifts along with the HQS CD. Maybe a few stores still sell them. They shouldn't cost more than 3-5€. I can't add an illegal copy to the HQS CD. Meh. I could also ask officially at Valve if they let me make a standalone version. But that's really far-fetched (if not ridiculous).

Anyway. HQS is going slow. There are a LOT of ideas lying around on my desk now, but I just can't seem to find enough motivation to implement them...

Oh well. The time will come. I should just constantly remind myself that there are at least 50 people that are going to play it, no matter what I do. That oughta give me SOME motivation! Yes, I know, I should primarily create it for myself. But if I only create it for myself, there won't be any pressure. Without pressure, there's less motivation. I guess.

And I want to get rid of it before end of 2008. Which looks more unrealistic with every day passing by...

Halfquake Sunrise - April 07th 2008

Yesterday I made another bunch of textures out of the many new photos I have.

IAD - April 11th 2008

The last two days I've spent several hours writing the new concept of IAD. I should do something for HQS, but noooooo, inspiration is leading me elsewhere. I just should stop telling myself that I NEED TO WORK ON HQS, maybe that would help. I'm never telling myself to WORK ON IAD YOU DUMBSHIT, and now I've got roughly two pages full of concept. Note to self: Just go with the flow.

Bare foot note: I'm going to make this entry eight hours long (current time is 10:20), it should include the time I spent on IAD the last two days and I'm sure I'm going to do something for IAD today as well. In fact, I want the concept to be done today (although I'm going to visit a friend this afternoon - he's working in Vienna for a few months now) and post it in the IAD forum for Steltie to read before he's gone on vacation next week.

Over and out!

Final foot note: Battlestar Galactica Season 4 rocks!

Diary - April 13th 2008

I started to read a new book called "Leviathan". Very interesting so far.

Halfquake Sunrise - April 14th 2008

I'm officially "sick". I'm having spring allergy. Again. So I visited the doc today and got the rest of the day for myself. Oh, the car didn't want to start today, so I walked to the doc, to the pharmacy and to Spar to get some food and back - all on foot. Which was nice. I remember the clear sky. Back home after I'd taken a shower I watched Cloverfield. Very interesting movie. I will remember it for a while to come. Then I ate something and after that I ate again (apples and bananas with yoghurt) and... what did I do then? I sat around for a while reading things about Cloverfield, yeah. Well, anyway, my mother's mother showed up on late afternoon and when my mother came home I paid them both a visit. After that I watched another movie. The Bank Job. Lots of female nudity in that one. And a more or less interesting

story. Cloverfield was better though. After that I sat around for another while, ate soup, and threw in Dragee Keksi afterwards. I ate so much crap today, that only a nice salad tomorrow's gonna be able to remedy that. At approximately ten p.m. I suddenly got an idea on how to continue with HQS. I've added two rooms and squeezed in three ideas of a sheet of paper that has been lying in front of me for a few weeks now. I can finally put that paper to rest. I will have to take a look into the HQS file tomorrow to see what's up next.

Oh yeah, I got the books for LordAsriel today, and two Playstation 2 games: Odin Sphere and Valkyrie Profile 2. Can't wait to play them.

//One hour later: There is something I have to do for the Halfquake Sunrise website. I think I wrote about it before. Something ... I could put up a bunch of screenshots, but I don't want to give away anything. I don't want any speculations based on the look of HQS. We already know how those will turn out. I want people to know that I'm working on it without falling flat on my face. I want people to be able to interact with the website and leave a mark. Maybe something simple like a field with blocks and you can turn the blocks on or off and everybody sees the changes. I guess that could be done. But ... what does this have to do with HQS? Maybe add a shoutbox? Or ... something like the Dragon for PHQ where you enter phrases and it gives something in return? Hm. There's something I need to do quickly as people are looking at that page. Even the SilverSorrow guy who famously wrote reviews about both parts of Halfquake.

Something ...

Halfquake Sunrise - April 15th 2008

Hurray!

I managed to work on Halfquake Sunrise for approximately two hours. I added a long hallway and a train with a button, which the player has to press very quickly to run away from a sun-like thingie. I also improved a few things from yesterday.

I asked Sangel to make a new image for the Halfquake Sunrise website. He's still working on it, but what I've seen so far is really awesome. It's a sun with an evil smiley in it and a bunch of hands reaching out to it. It's dark, creepy, it somehow shows that people want it but suffer from it. I love it. It's simple and it works. Can't wait to see the final product on the page, and if people react to it.



There's a forum thread in PHQ in which Kowi and LordAsriel post changes, so that's probably where we're going to see something, if at all.

Now, the last two remaining hours I'll lean back and watch Lars and the Real Girl.

(A few minutes later)... Well, too late now. The movie takes close to two hours to watch, and it's already 11 pm, so I guess I'll just hang around on the internet and go to bed.

Halfquake Sunrise - April 16th 2008

Added another room, a kind of race in a maze. Needs to look a bit better on the ceiling, but other than that I think it's fine already. I also found a use for a texture showing a way out of the Cheops pyramid.

Now I'll have to look into the HQS file to see what's gonna happen next.

I watched Lars and the Real Girl before working on HQS. It made me cry. A very good movie.

My car is in repairs and it doesn't look good. Which means either I get my mother's car (which I'm driving currently) or I get a new one, or I'll have to use the train and bus every day. Regardless of the outcome, I sure will miss the Skoda. I've learned how to drive in it, and I've even been taken to school back in the good old days.

Oh well. All things come to an end. Let's just hope that it doesn't end ugly.

(A few minutes later.)

I'd like to make a quick calculation.

I have about ten maps still to go. Each map is made of, say, ten to fifteen traps. Each trap takes about two to three hours to implement.

There are 52 weeks a year. It's almost May, so there are only 46 left. I normally work only every second week for my projects, the other weeks I'm in Vienna, so we're down to 23 weeks. I also have a bit of vacation throughout the year, so let's say, 16 weeks. Every week I work on my projects I only work Monday through Friday, and I can work three hours every day, that makes fifteen hours a week. Fifteen times sixteen adds up to 240 hours. That's 80 rooms, or eight maps.

I also need time for the soundtrack and overall sound effects.

All that in 240 hours? If from now on I would work five hours every day people could play HQS in 48 days plus the time needed for sound, so like, two months. Wow. I still have eight months to go, that SHOULD be plenty of time, shouldn't it?

Anyway. I'll go to bed. These numbers are stressing me out.

Quick Movie Reviews - April 16th 2008

Well, I decided against the comic form and simply posted the script as simple text. Of course I changed it a bit so that it works in the chosen format. So far only Spam has commented on it (I guess he liked it), and a colleague at work said that he liked the idea of having a character review movies.

Alrighty! Here's to a lot more of Dragon's Reviews For People Who Give A Shit.

Halfquake Sunrise - April 17th 2008

Spent close to three hours on the next room and textures for letters and numbers. Those letters and numbers will be also used in the "marquees" that will display some text from time to time. Still have to throw them into the texture file, but at least the letters are drawn now. Don't know if I should also make uppercase letters. We'll see.

I'm gonna watch the new Teenage Mutant Hero Turtles now. Or I'll go to bed. I don't know yet. I'll decide in the next few minutes...

Halfquake Sunrise - April 18th 2008

Despite being tired and having some problems with my allergy I more or less finished the room which I started adding yesterday.

Diary - April 24th 2008

The last few days I've been primarily working on an application to create invoices, and manage lists and patients for Auri's uncle (who's a doctor).

Either way, today I woke up at 7 a.m. and my throat hurt. It still hurts badly every time I swallow. I'm sitting here right now feeling dizzy and weird all around, trying to work on the application a bit. Earlier today I started working on a flash for the company, will continue working on it after my vacation next week.

What I rather dislike is my current inability to work on HQS, but I hope that next week when I've got nothing else to do that I will be able to work on HQS quite a bit. I should be able to get at least to the fourth map, reaching the end of the fourth map in the first week of May. If I could finish a whole map every two to three weeks I still need more than five to six months. Ugh.

For my birthday Auri gave me a new DS which arrived yesterday. I'm actually really relieved now that I don't have to play with the old DS anymore. The DS Lite's screen are simply far more superior.

IAD - April 28th 2008

Finally posted the new IAD concept in the IAD Forum. Steltie read it and we discussed a few points.

IAD is more or less set in stone now and development should be a lot smoother now.

Diary - May 02nd 2008

Yesterday was my 24th birthday and I spent the whole day playing the market on Gaia and watching xxxHolic with Auri. My mother more or less forgot to call me, so I called her in the evening and she was really embarrassed about it. I'm not mad at all, it was just not normal for her not to call, so I was a bit worried. She said that we were going to celebrate on Sunday anyway, that's probably the reason she didn't feel the urge to call.

On Tuesday I met with BJ and I played Portal from beginning to end to show him the game. He agreed that it was very similar to Halfquake, especially the first Halfquake. Before I left I began to talk about HQS. I told him I had plans to finish it before the end of 2008 and he seemed to be excited in all honesty. I also told him that I have more or less three maps almost finished, but I can't show them to him yet, because I want to make HQS differently. First come the rough maps, then come the details, then the sound work, including the soundtrack. I also told him about the rough storyline, with the underground institutes and the combination of all traps of previous Halfquakes - which left him in awe, actually. I'm very confident about that idea now, even more than before. Damn, I'm all excited now. If I were alone now I'd fire up Hammer and start mapping, but I can't, I'll have to go see Auri's uncle in about two hours to present the pricelist application.

Anyway, BJ is on my side. Thank god. Or whoever. What really made me happy is that he saw Portal not as something that was above Halfquake. He saw Portal as an offspring. At one point he said that it showed that we actually had an idea that worked. The whole discussion made things in my mind a lot clearer concerning HQS and if it will work again or not.

Then comes my birthday.

I've received eight PHQ messages and three emails. All messages made me very happy.

One email really touched me... Here it is:

Happy birthday, Philipp!

*You are great versatile talent, outstanding example of motivation and will, and just a very good person after all. (-:
I LOVE your games, music and stories, and your example always inspires me*

about how much a single man can do.

I wish you every success. I wish you health, free time and good friends together with you. I wish fountain of your ideas and projects to never dry up. I wish your every dream to come true.

I'm happy that world has people like you.

Happy birthday and sorry for my English.

I can't say how much that moved me. People have sent me such messages in the past already, but it's been a while and I kind of lost the thought that there are actually people out there who really care.

I just can't believe I've been hiding myself from everybody in the past year, ever since the breakdown in June 07. I need to get things out there again. I need to be seen. That's what I'm here for. I need to make people happy. I need to make them laugh. I need to make them... feel something. My honesty, my soul which I put into every little piece of my projects.

I must continue working on HQS.

Diary - May 04th 2008

So I celebrated with a part of my family today, drove home from Vienna earlier to do so. My mother gave me her "old" VW Golf. My Skoda is now officially dead. I've got a lot of memories with that car - may it rest in peace, wherever it is taken or sold to now.

I actually enjoyed the family today. Talked a lot.

Well... I'm really tired so meh...

I talked to Auri on Saturday... yesterday... and she said a lot of things about me. She said that she feels stupid next to me whenever she creates something... I don't know how to respond to that, it just hurts. Whenever she creates something she puts a lot of effort and knowledge and calculation into her concept, and then I come along and make something better in far less time. (That's what she said.)

I don't know what to do about that... I hate it when other people kind of get crushed by the things I create... Either because I create so much or because they think it is far superior than what they create. It's a very sensitive topic.

I'm ... not really nervous about tomorrow. But I still feel uneasy. After two weeks not being in the company it always feels weird the first few hours.

I talked to Steltie about IAD a bit today. Seems we're getting somewhere. I'll have to write the login script soon.

On my way home I made some photos for textures. Which I still have to transfer to the PC. I'm gonna do that right now.

Or not.

This week's episode of Lost was quite disappointing... Battlestar Galactica was a bit better, but it felt like a transitional episode.

Oh well.

IAD - May 05th 2008

Today I actually programmed a bit on the login procedure for IAD.

I think I'm going to use full color for IAD. I'm not sure yet, but it would make things a bit easier. I think. Because a tree is green and looks more like a tree because of the color, or, it's simply easier recognizable.

Or something like that.

I don't know yet.

I... should have done something for HQS today, instead I came home and read through the comic book "Truth, Justin and The American Way" (in which I also got a doodle from Scott Kurtz) (and which was QUITE awesome to read! it's been a while since a comic was this good), and then I watched Die Hard 4.

And now... I'm sitting here and... Maybe I should fire up Hammer. But it's already midnight... It's no use. I have to get up in roughly seven hours and I'm sure I won't be able to sleep much because my nose is closed. CLOSED! Hardly any air is coming through.

It's five past midnight now.

You know, I actually feel like working on HQS now. Working on textures. But I just don't want to be tired anymore. I'm fed up with it. My body isn't ready for stunts like this anymore. Like in the past, when I created HQA and stayed up until late into the night and suffered from paranoia after a while and my body showed signs of weakness/illness after a while...

It paid off, that's for sure.

Oh yes, I found an internet site today that featured a russian translated version of my story Gary Ordinary. That's quite something.

I guess.

Good night.

Halfquake Sunrise - May 06th 2008

Actually managed to make some textures. As an experiment for the last three textures I did today I took pornographic images and took small bits and turned them into cascaded images. HQS is a part of my life, and I somehow feel that I should also include this part of my life that I find very much ... disgusting. Well, not disgusting. Disturbing. No, maybe not that either. It's a dark side of my soul that needs to be fed. And since "torture" is an ongoing theme in HQS maybe pornographic material is also somehow related to it.

I remember that for one map in HQA I used several "dirty" words for entity names. I hope nobody ever finds out about those.

I also hope nobody reads this before I die.

Heh. By writing this here I take a lot of risks... Maybe I should write textfiles. Or - gosh! - write diary entries by hand! Oh noes!

But for now, I need to sleep.

IAD - May 06th 2008

I've been working on IAD at work today, more or less finished the login process, that logs in and displays the stats and ingame navigation and blablabla.

After work I visited my grandparents (father side) and stayed there until 23:20 or so. I ate a lot, we talked a lot, about the incest incident in Amstetten, the weather, Vienna, technology, you name it.

So! It's 0:25 now and the next idea for HQS is waiting on my desk right in front of me. I can't work anymore today. I'm too tired.

It will have to wait until tomorrow.

Like usual.

Like always.

Always the same excuse.

...

Halfquake Sunrise - May 06th 2008

I actually did 20 minutes of work and changed the last trap so it would work by stepping on the buttons instead of activating them by pressing the use key. I haven't tested it yet, and I'm sure it won't work, but at least tomorrow I can continue with the next trap, which should be fairly easy to implement.

BLA!!!!!!!!!!!!!!1111513 0gnrf9b

falls asleep

Oh yeah, today at work my boss celebrated his birthday by buying lots of food for the whole company. I... don't remember what I wanted to tell. Uh. Well, his birthday is on May 2nd. Yeah. That's not what I wanted to write, but it will suffice.

I guess.

There was something ...

Ah, screw it.

IAD - May 07th 2008

Again. I used precious time of work for IAD. Today I continued making the Login and preparing some database stuff and brainstorming with Steltie.

We are getting somewhere.

No kidding. I can't wait.

While I've been working on HQS that night (proceed to the next entry!) Steltie continued working on IAD, added Logout functionality (which I then have to implement into the interface) and some other shit. Stuff! I meant to write stuff. Damn it.

Now it's too late.

I'm dead.

Halfquake Sunrise - May 07th 2008

Hellyessssssssssssssssssssssssssss!

I continued with HQS, refined the previous trap, added a new trap (the DANCING MACHINE!!!!!!1111111111) (or MeatGrinder, whatever), and even began constructing the room for yet another new trap.

Let's see. I want to do that Fucking Annoying Question thingie, so that people can submit questions that will be answered by the dragon (who else). But I'm afraid that would demystify HQS. Somehow. Meh.

We'll wait and SSSSEeeeeeeeeeeeeeeee.

I'm in a weird mood today.

Oh yeah, yesterday the boss celebrated his birthday, and I drank some sparkling wine with orange juice (I haven't drunk alcohol since... uh, two years ago maybe or something) and after work at my grandparent's I drank coffee! COFFEE! ALCOHOL! IN ONE DAY!

...

I've got this weird tick of hitting Caps-Lock all the time... I hit it once, and then I have to hit it again because I can't type with Caps-Lock on. And bla.

Oh well.

I said it again.

Oh well!

Ah yes, I overslept today. Harharhar. Wanted to stand up at 6:55, but woke up at 7:30. But who cares. I'm sure I don't. HAHAHAAHAAAAAAA!

Diary - May 08th 2008

Just wanted to write about coincidences.

Remember that Walter's Deal plays in the United States in the 90s. Well, it's not really the USA, because I change all names a bit, but I still take inspiration from the country. Now here comes the fun part. I chose Wisconsin as the start of my story.

Then Nina recommended a book to me, Leviathan, which I've been reading in the train the past few times. The very first sentence gave me a weird chuckle:

"Six days ago, a man blew himself up by the side of a road in northern Wisconsin."

It is weird because I'm meeting with Nina to write on Walter's Deal, and she's actually the one who recommended Wisconsin to me. I just realized that maybe that's because she had also read the book. But I don't know. She just asked me what kind of surroundings I was looking for, and Wisconsin is surrounded by a bunch of woods, and there's a lake nearby, so that's why I settled with Wisconsin.

Now. Here comes another thing. A few weeks ago I asked Sangel to draw something for me that I can use to slap on the HQS website. I had to choose a name for the filename of the image, and I wanted something mysterious. I chose the word "fear", and decided to convert it to hexadecimal numbers. 66, 65, 61, 72. Thus the filename resulted in being 66656172.png. People in the PHQ forum then wondered what it meant. Steltie said, 666 but what about 56172? Spam jokingly suggested it would be the release date, February 17th 2056, saying that it was true, he'd been there.

And then LordAsriel said: "Somehow I doubt it's the ZIP code for Slayton, Minnesota."

Minnesota is right next to Wisconsin and is one of the places where the story of Walter's Deal is headed next.

An excerpt from Wikipedia: "The state [Minnesota] shares a Lake Superior water border with Michigan and Wisconsin on the northeast (...)"

That's kinda funny.

Diary - May 08th 2008

I'm just watching the movie Michael Clayton. Here's a short quote:

"I know what you're doing, I know that you're calling this girl from Wisconsin."

Am I just seeing things?

(It's precisely 20:00... <.<)

Halfquake Sunrise - May 08th 2008

Added the dynamic maze today. Dynamic maze! Well... It's split into little pieces that can be rotated and you have to find a way out. Yeah.

It's getting really big now, so maybe another little trap and then it's off to the fourth map.

Fourth out of fifteen...

Or something like that.

I smashed a midge on a piece of paper on which I've drawn a little doodle of a new character (I mentioned it in a previous post when saying that I wanted to make a new comic). Weirdly the midge was smashed directly on the spot on the character's neck, so it looks like a bow tie...

Anyway, gotta go to bed now.

Halfquake Sunrise - May 09th 2008

Didn't do much today, I fixed the trap that I added yesterday.

I had to call a customer today. The whole day I tried to think of something else, tried to wait it out and see if things get solved by themselves. But no. Things didn't get solved by themselves. I waited until 2 p.m., usually the time I go home, and by then I was quite nervous and sweaty. I didn't really know what to do. I couldn't call the customer with all the people around me. I've also never talked to that customer before.

I started writing an email to the guy that sold the website to the customer, saying I'm sorry and I couldn't call him. But then I realized how ridiculous that was and just called the customer.

He turned out to be really, really friendly. Unfortunately I've heard that his wife had died a few weeks ago, because of cancer I think. He said he'd send me the changes by mail or fax, after talking about the startpage for twenty minutes. Very friendly. I'm glad that I called him.

After work I bought two espresso cups for my mother (mother's day). Took a while until I found the area where they stored those cups (and I asked somebody to show me the goods!) and yeah... Well I don't know why I'm writing about something boring like that, but yeah. I wanted to say though that I found the place very weird. Like, a table set up with dishes and all that jazz so that it looks like somebody's living there, but it's very artificial, and somehow just weird. I feel very uncomfortable in huge stores like that for whatever reasons...

Anyway.

Vienna week is approaching. Not much time for my projects, I guess. Lots of work to do for Auri's uncle's pricelist app.

Oh well...

Halfquake Sunrise - May 14th 2008

Started with the fourth map. In May I should complete the fourth AND the fifth map to stay on some kind of schedule. Yesterday and the day before yesterday I cleaned up the textures a bit (there were teal pixels in the upper right corner of a few textures for some strange reason) and finished the third map. Today, as I said, I added the level change. The fourth map now lies ahead of me.

Nina showed me her photos of her adventure to Helsinki, and I saved some photos for texture usage.

I'm adding up the three hours of the past three days. It's 20:47 now.

I mean, why does that matter anyway? But whatever.

Diary - May 17th 2008

I forgot to tell about something... When I arrived in Vienna on Saturday (May 10th) Auri's brother showed up with his girlfriend Lena and gave me my (late) birthday present: A plush companion cube from Portal. Now every night I sleep with the companion cube next to my head. Isn't the irony just killing you?

Other than that, I have ideas for songs, lyrics, the picture-story project, and how to continue with the fourth map of HQS.

Yesterday I continued playing Valkyrie Profile 2, watched Lost (very good episode this time around) and visited Auri's uncle at 22 pm until 3 am in the morning. She had to write a letter that he dictated. We also wanted to present the pricelist application to him again, but there wasn't enough time. Also, he kept falling half asleep already. I still don't know if I should feel sorry for him or not. He certainly does good things all day long, being a doctor and all, but on the other hand I wonder if he's actually "alive"... Or something like that. Well, he's probably more alive than me, so I'll keep my mouth shut from now on and hide in the corner of shame.

Diary - May 19th 2008

On the train I started reading The Pillars of the Earth. A fantastic book about the time around 1100. I keep getting ideas for Antaran's Journal and further tales in the universe. This book helps wonders.

Ideas like tell the tale of a merchant from Klamstor, or the story of the King in the same timeframe as Antaran's Journal, or make a few short stories surrounding Mirnda's Inn. There's endless possibilities.

Also started watching The Lost Room. Very nice indeed. Basically a bunch of regular objects actually have the power to do weird stuff, like a key that opens every door and leads into a motel room, or a ball pen that electrocutes people, a bus ticket that sends people to Texas when touched with it. I really enjoy it. It's absolutely brilliant.

Now. It's 1:42 and again I haven't done anything for HQS. Well, I came home and looked at the HQS file, skimmed through the ideas to know what to do next. I think I'll do the memory next. Tomorrow I simply have to continue. I will go back to Auri on either Wednesday night or Thursday morning, I don't know yet. But these few days are a must for HQS. Maybe I can at least finish one trap each day. I should have finished the fifth by the end of May, I'm nowhere near that goal...

Halfquake Sunrise - May 19th 2008

Continued with the fourth map. Added two "improvisational" rooms. Those probably are going to be the rooms with the earthquakes and scary sounds.

Diary - May 20th 2008

Something very strange: Indiana Jones IV was shown at Cannes Festival and people didn't really like it, they even laughed during dramatic scenes. That's all fine, I imagine George and Steven took it a bit too seriously. But then it is reported that before the film was shown George said that he didn't really expect critics and fans to like the film. He said that after such a long wait, it's impossible to satisfy because people's expectations are simply too high.

That really reminds me of Halfquake Sunrise. Ouch.

Halfquake Sunrise - May 20th 2008

Started with a new trap. It's some kind of tower with four levels, each level reaching out in two directions, being rotatable. I don't know how to describe it, but meh. The whole thing should be movable too, but I'm not sure about that yet. The idea is that in the base of the tower you can rotate each of the four levels, and you have to use this crane to advance through all the traps. I need to figure this thing out first though... What do I do with this thing exactly now? *sigh*

I also improved (darkened) some textures, and added a new one.

(1 hour later)

I think I've got it! (Professor Layton reference!) Basically you have this huge crane and you gotta move from point to point in a really LARGE hallway (with corners and everything), and on each arm of the crane is a func_pushable or something, and there are "checkpoints" and if you have arms turned wrong, the crane explodes or something. Maybe you could even get inside the cabin of the crane which is on the very top by climbing up inside the crane. Uhm. Now I just have to figure out a way to check all the crane arms' positions...

Halfquake Sunrise - May 21st 2008

Continued implementing the crane idea. Surprisingly, it worked very well! I just need to add the actual "threat", and then I can move on to the next trap.

Also worked a bit on Battle against my Thoughts. Task released a new version and I had the idea to merge version 1 and 2 into one epic song. Let's see how that turns out.

This week is pretty short, tomorrow's a holiday, Friday I've got paid vacation. Probably won't have a lot

of time for HQS or any other projects. It's Valkyrie Profile 2 and The Lost Room time!

Halfquake Sunrise - May 28th 2008

Finally finished the crane ride, and even added another improvised room, where you have to use the crane to get into various levels to press four buttons. I know, it sounds incredibly genius...

But anyway, I'm one step closer to finishing the fourth map. Only maybe 5 or 6 more rooms to go.

I met Darrn again today in Vienna, I walked the whole way to "Hause des Meeres" (which is ~30 minutes of footwalk). We talked a lot about MMORPGs and... I guess that was mostly it. After maybe two hours I walked back home. It was the hottest day this year (~34 degrees), and even the hottest May 28th, like, ever.

I'm writing this on May 29th, 1am.

Just in case you - whoever you are - care.

Halfquake Sunrise - May 29th 2008

For the next room I needed a shooter kind of thing. And that's exactly what I created today. I used textures made out of paintings by Chewbacca (PHQ user) and Maria (from Sweden) and a texture made out of a photograph I took of the metal dustbin in Auri's uncle's practice.



Phew.

I had some initial problems because the shooter didn't really shoot at the player, then I got it to shoot at the player but it kept missing. Eventually I got that right too and now it's done.

So, I'll use that shooter to create the next room tomorrow. That'll be fun.

IAD - May 30th 2008

Discussion with Steltie about implementation of player movement.

Also saw an article today about the discovery of a tribe in Brazil that's still living disconnected from the rest of the world. There was a [photo](#) that showed three people, two of them shooting arrows in the direction of the helicopter.

That was very weird, to say the least. Feels like we've met aliens. And they probably got a shock for life... And people all over the world know about them now and discuss what to do with them. They don't even know that they're completely in our control.

That's really frightening.

In a way.

No HQS today. The season 4 finale of Lost just finished downloading. You understand.

General - May 30th 2008

Recorded a video of the part Sapience of Halfquake Amen. Was a bit weird to run around with so many memories springing to mind. All the people that I've asked to contribute.

The other videos are once again recorded by Kowi. He's already done half of them, approximately. Still a lot to cover though.

I really wonder about the maps of HQA... Sometimes there's like one trap per map. You load into a new level, press a button, and load into the next. Somehow saying that there are 30 maps feels really cheap now.

Something that I'm going to prevent in HQS.

But now I really wonder if the length of the four maps of HQS are equal to, say, ten maps of HQA. If so, maybe I could say I'm close to being half-way through. Maybe. And only if I need more motivation to continue.

But at the moment there's enough motivation.

Let's hope I can keep that up.

Halfquake Sunrise - May 31st 2008

Had an idea for the "We Love Buttons" song in the morning, so I had to stand up and write the lyrics. They're finished now and it's ready to be recorded. It'll only be about 1:10 long, but that's enough.

I also continued writing BJ's speech near the end of HQS - the part where he points a gun at the player and the player shall not turn around. Still not sure how it will end exactly... I think I'll let the player get out of the underground institute - right into a desert... Where the player then can only move very slowly because it's very hot and the sun shines so bright. There's a guitar riff slowly playing in the background with large reverb. Screen goes bright slowly, very slowly...

It may sound good, but Halflife engine may kill the effect.

Meh. We'll see what I can come up with.

Halfquake Sunrise - May 31st 2008

Expanded on the four-level-room I started yesterday. I thought it would be cooler to make it a bit bigger and more dependent on the crane, somehow.

The whole crane area is WAY too dark, I might need to add some lights...

Diary - June 03rd 2008

I've got a lot of things to talk about.

First of all, Astrid (girlfriend of Franz) talked to me today at work about a project she joined, led by a Canadian or something. Anyway, the project is about creating three books, the first of which is a collection of short stories by approximately 10 authors. Right now there are four, Astrid joins and - yes, I have joined as well. I'm very excited actually. They're using images to go along with their stories, which

reminds me of my idea for 10 or so stories that are inspired by images, and all of them are somehow linked. I will take that idea and port it over to the three short stories that I am allowed to write, with each approximately 5-10 pages long. I have until October to write them, so I better write them fast. I can't wait.

Franz, however, seems a bit... envious, at least that's what Astrid told me. Hm. He's writing on a book himself. Maybe it hurts him that Astrid works with some other guy together or something. I don't know.

Anyway, the first story I would like to write is about a man who sees numbers above everyone's head. They're slowly counting down. I don't know yet how he came to see the numbers - maybe he ate something strange or ... maybe someone at the supermarket attacked him and injected a needle into his arm, passing out. Either way, he now can see everyone's remaining number of times their hearts can beat. Even his own. He actually has that ability since he was twenty or so. Naturally it changed his life. He judged people by their remaining number of heartbeats. He slept with girls that had very low numbers above their heads. Sometimes he would stare at the number above his head in the mirror and tried to calm down to maybe slow the process of dying. He saw various people outside whose hearts beat very fast and the numbers went down rapidly. And once he actually saw a person with a number below one-hundred, and followed her to see what would happen. Later he tries to save people, but it always goes wrong. Near the end he naturally sees his own number go down, waking up each day more worried. I don't know how he will die yet. I thought about making him panic and die of a heart attack at the age of fifty or something, but that would be quite boring. Maybe I'll kill him earlier. It's also probably interesting to implement the option for him to intervene with people's life and look at their numbers changing. Maybe. I don't know yet.

Another story - related to the first - is about a man who can and must control his heartbeat. Maybe that should be in the first. Then I still have two other stories to tell. Damn it.

Either way, the next thing I wanted to tell is about my dad. I've visited him and stayed from 7pm until half past midnight. He told me a lot about his work, how he quit his job (basically he told them that he couldn't sell any products any longer because they're too expensive and shitty), how he got a new one, and how in various situations he haggled for a lower price, or entered a party he wasn't invited to, just by entering, and eating everything and talking to random strangers there. Kind of gave me a bit of a character idea for Xave of Walter's Deal.

Meh. So, I'm constantly making photos for HQS textures, and thinking about the next part with the turrets and the crane level thingie. There should be four rooms, each with a turret and a slightly different setup - and yes, another button to trigger the main exit of the trap.

Bleh, it's almost 2am, I'm sure I will oversleep tomorrow...

Anyway. I hope that's all that I wanted to write today.

I'll see you tomorrow, I guess. I will try and record some bass for Whenever You Dream.

Goo Night. Ew, slimy.

Taskless Sheep - June 03rd 2008

AIHENGOUNWRBOUNCOVJ rfd!!!!!!!1qa

I fucking screwed up.

I tried adding bass to Whenever You Dream and got a blister on my right thumb. After recording the bass for WYD I wanted to record bass for Battle Against My Thoughts, but I failed miserably. Mainly because that song is somehow dissonant and I can't play a single note to it without feeling like throwing up.

Afterwards I tried mixing the WYD bass to the song - it just didn't work. The bass I recorded just threw the song out of its atmosphere and down the hill.

Bleh. I hate playing bass now. Bah.

It's 10pm now. I could maybe write a story... Or just screw it today. It's probably just a bad day because I haven't had enough sleep.

And it's hot too. Well not as hot as before, actually it's cool now. Hmm.

Maybe I should eat apples with yogurt which I've bought yesterday. Hmm. I don't know, I'm not really hungry...

I'll just waste another two hours and then go to bed.

Good night.

Taskless Sheep - June 04th 2008

Made lyrics and recorded them for This. Afterwards I was trying to make lyrics for Stranger, or finish up Thought Machine, but meh. I guess one song per day is enough for my body and soul.

//1 hour later: I've written the lyrics for "Scrump", I will change its name tomorrow (even though Scrump is pretty cool). The story is a bit inspired by Predator and Indiana Jones. Tomorrow I'll (hopefully) record it. That's gonna be fun.

Taskless Sheep - June 05th 2008

Holy horsecrap! I did it! I turned Scrump into Face God, and almost died while doing so!

Now I'm gonna fall into bed. My throat hurts, my ears hurt, and I'm sure my head's gonna hurt too, oh not to mention I'll probably oversleep again.

Anyway. This has got to be one of the best songs of Taskless Sheep.

Daaamn.

Taskless Sheep - June 06th 2008

I don't know what's driving me at the moment, but it is good. I've spent around four hours working today. I added acoustic guitar to Thought Machine and redid half of the drums from scratch to get rid of the annoying ride sound. Then I improved the vocals of Face God. Afterwards I mixed a new Thought Machine version. All in all I can say - that was a very productive week for TLS.

Now I hope I can somehow come back to HQS now. It's itching.

Also, the story for the book awaits. I had another idea today. What if others are stung by random people as well, but they see other countdowns, like a countdown to your first kiss, and things like that. What if they never get kissed? Hmm... well, I'll think about that some more. I also still don't know how the story should end, and that's very bad, to say the least.

Anyway, I gotta go to bed now. Going to Vienna tomorrow morning.

//Edit: Damn it, I want to add something. This weekend the new four part Discovery Channel HD series starts: When We Left Earth. Basically it retells the NASA missions - with original footage, remastered for HD. I can't wait.

Also remembered the day Tanja visited me in Schallerbach. When I told her that I write a lot, and other stuff, she told me that I have to get out more. Hm.

I really wonder sometimes who I really am ...

Diary - June 13th 2008

Good day.

This week I tried to add another version to Whenever You Dream, using the eguitar sample by Nameless, but meh, it wasn't received very well, so I went back to the old version.

I've also started playing Mass Effect. Very immersive experience. One of the best games I've ever played. It's basically an interactive movie. The voice-acting is simply awesome. And the way you can act like an ass or behave like a real hero in the dialogues is very funny, to say the least.

But anyway...

So, I'm spending a lot of time on other things than my projects. That's fine, everybody needs a break.

I'm currently stuck in HQS. I know there should be four rooms utilizing the new turret I made, but I seem to lack motivation to get on with them. I need to plan them, I'm sure that will help me move on.

The guy from the canadian book project told me today that he needs a synopsis of every short story I'm going to write... I had a wonderful idea yesterday for the first and second story. The first story would be told from the author Stam Durkenbarg, sitting in Mirnda's Inn (so in the universe of Antaran), and he tells the story of a man who could see a countdown of heartbeats above every person. That first story is connected with a situation of Antaran's Journal, where Carana and Antaran are attacked and come to Mirnda's Inn afterwards.

Anyway, that story is mostly fleshed out enough and I could write it any time. It's just that telling somebody about it now... I'm afraid it would kill that thing. Even telling a synopsis... Damn it. That sets everything in stone, and I want to be flexible...

The second story is about the thief, who's going to steal the dress of the queen of Insomida. I don't know a lot about that story yet, only that I would start small, showing the daily life on the market, with him trying to get good stuff. Then in the woods (his home) showing how he makes his own arrows (research needed).

As for the third story, I'm not sure yet. I was thinking about something outside of Antaran's universe. Maybe I'll use the idea of that man who finds a can in the grass, and then goes to a lot of people and asks them to remove that can, only to be rejected. He then spends a few years to actually become governor of the place - when he can finally tell somebody to remove that can (which has moved a bit further into the grass in the few years). When he walks past the now clean grass field, shortly afterwards he announces his retirement.

Or something like that.

Now, what do I do about that synopsis...

Diary - June 15th 2008

I met with my friend Jazzymike yesterday. We visited a music store with lots of electronic stuff, keyboards, a section for e-guitars, acoustic guitars and percussion. Lots of fun. Afterwards we sat down in a pub, which was a hybrid of a bookstore and a cafe, in a way. Well, we talked about writing and music. He wants to write a new movie script in the near future, but he's afraid he'll never finish it. Also he wants to make one last music track, his personal "swan song", so to speak. In the far future he plans to go back to music, naturally, but for now he has to focus on studying. For the next few years, or so.

I've also visited blackjack this week. He's got his own apartment now. Pretty cool actually. Lots of space. He told me about wanting to buy a console, and a big TV. He's looking into buying a PS3 - so am I, by the way. I hate Sony, but when Final Fantasy XIII hits the shelves, there's not a lot that can hold me back. I just hope the price of the thing drops even further until then...

I've sent the synopsis of two stories to the Canadian guy (for the book project). First story's called "Mirnda's Inn", second story's called "Grief", which is about the thief stealing the dress of the Queen of Insomida. (Thus Grief, because thief steals dress resulting in grief of the king... I like that little wordgame... I'm so awesome, hahaha! Not.)

Anyway, I came home to Schallerbach two hours earlier (Pamela visited Auri at 2 o'clock for studying Japanese together), so I took an earlier train. I didn't do much, cleaned my room because there were some spider webs hanging across the room. Ew. Probably should continue working on HQS, but I don't know. Maybe I should take today off. This week will be very stressful...

Halfquake Sunrise - June 16th 2008

Added one room with the turret. Not yet finished though, but I'm tired. And I'll probably watch another episode of The Wire.

I actually watched the soccer game Germany vs. Austria. What a bore.

Taskless Sheep - June 17th 2008

Started mixing Tattered Existence. I produced some drums, but I'm not sure if I will keep those. They are way too aggressive, I think. The guitars at the end are too good to be pushed into the background ... Hm.

Well, I'm uber tired, so I'll hit the sack now.

Taskless Sheep - June 18th 2008

Made the first version of Tattered Existence. I think it turned out pretty nice. Don't know what the others will think though... Meh.

I'd like to watch another episode of The Wire, but it's already midnight. Hm. Season 2 and 3 have already arrived today...

Also Firefox 3 got released today. I like it so far. Very smooth and I like the new interface design (even though you can change the theme, I like the default one). The guys making Firefox were trying to make it into Guinnes' Book o' Records, and they succeeded: Over 5 Million Downloads in the first 24 hours after release. They even had server problems because of the onslaught of people trying to download the browser.

Well.

I think I'll watch another episode... Or go to bed. Damn, I can't decide...

Halfquake Sunrise - June 19th 2008

I finished Season 1 of The Wire, after watching four episodes today. I did so because I want to lend the first season to my colleague at work. After that I took a deep breath, thought about the story of The Wire, and then made some textures out of a few photos I've got in my collection.

Awfully tired now, and I feel like adding "fuck" and "ya'll" everywhere in my sentences...

Fuck ya'll!

I mean, good night.

Or so they say.

General - June 20th 2008

Spent an hour or so writing a farm news entry about the new Firefox 3. I know, it's probably worth crap, but I felt like writing. And it felt good. Tomorrow Nina's visiting me while a student colleague is studying japanese with Auri in what used to be white's room. Nina comes at 3pm and we're gonna write for three hours. Can't decide whether I continue with Walter's Deal, or start with the short stories for the book project.

Be that as it may, right now I gotta catch some sleep.

Canadian Book Project - June 22nd 2008

Nina visited me yesterday and I've started writing the short story Mirnda's Inn. Nina didn't get much done unfortunately.

Our cat suffers from severe overheating. Today the vet came and took a look at him, gave him a shot. Now we have to keep him cool with a wet towel and give him something to drink with a spoon. I hope he gets on his feet again. When I got him out of the bathroom today he didn't move at all, it felt like he was half-dead already and I cried over him, holding him in my lap.

He's lying on the table next to me now. And it's damn hot already again in here...

It's 14:35 now, but I'll note the time I've used for the short story.

Diary - June 29th 2008

I've expected things to go bad. I really have. I was sitting in the office one week before and wondered when the happy mood will end. I already felt melancholic in preparation. My theory about the balance between good and bad times should prove itself soon.

And then, a few days after I had written an article about change and the importance and challenge of it, I woke up on Sunday, the 22nd of June, and saw our cat lying in the bathroom at the bottom of our large white shelf. I took him out and carried him to Auri who was still in bed. And I said that this wasn't normal anymore. Spirit didn't really move and looked really weak.

Auri's mother called several doctors, the first was Elfi, and she told us to put a wet towel on Spirit and give him water with a spoon. Her mother finally found someone willing to pay us a visit. The vet arrived twenty minutes later and spoke clear german, so I assumed he had german origins. He gave Spirit a shot and told us that he'll be alright. We just had to continue giving him water and put some fluid in the water that he gave us.

Well, it only got worse from that point on. Spirit breathed quickly and heavily, and soon began to breathe through his mouth. Auri's student friend came and she had to go study in the other room. I continued making the towel wet and giving him water with the spoon. But he became weaker and weaker. Auri's friend left after two or three hours and Spirit was now lying in the living room on the table where White used to sit. Once he had also tried to lie on the pullover that he loved so much, so I put the pullover completely under him.

It was really hot in the living room now, so we put Spirit into White's room on the bed because it was a lot cooler there. Auri and I took chairs and stayed with Spirit. Since it still got worse, we let Auri's mother call the doctor again. White and Lena visited us too, and ten minutes later the vet arrived as well. This time he gave Spirit an infusion and two additional shots. The vet kept talking about how the weather was the cause because it was very hot. When the infusion was over, Spirit suddenly stood up, jumped off the bed and went to his toilet. Auri and I really felt relieved to see him up like that. Spirit was done and walked into the living room, around the corner and almost fell over, and entered Auri's room, where he stayed under the clotheshorse and kept wheezing.

The vet left again, telling us this would add 30 Euro to the 90 Euro we already had to pay. White and Lena also left and we put Spirit back on the table in the living room. Now the nightmare begun.

After a while Spirit began to breathe even heavier, and we continued giving him water and wet towels. Then he started relieving himself on the table. Once, twice and two or three times more. Auri always put everything away, cleaned the table and Spirit's behind. Then his eyes started to grow wide and stopped having any sort of reflex. And then his forepaws somehow cramped and drew themselves closer to his nose. Auri and I touched his forepaws and talked to him, told him to stay with us. But we thought he was already gone.

Auri called White again, and he arrived twenty minutes or so later. He carried Spirit back into his room and put him on the bed. Later he put him down on the floor again. We all stayed in the room for a while, until at around 2 am in the morning White offered us to go to bed for an hour, then return and they could sleep an hour. So Auri and I agreed and went to bed with bad thoughts. Once we heard a loud meow coming from Spirit, White told us that he was probably scared.

Then one hour later at around 3 am Spirit died. We stayed with him for a while, put him into his transport basket. And cried.

The next day I wrote an email to my boss that I needed one day off to bury our cat and to recover. His answer was: "ok"

Lena and White drove us into Waldviertel, to the house of Lena's parents. Two dogs greeted us there, Argus and Annie. We went through high grass on a small hill where Lena had buried a bunch of other pets. We picked a spot for Spirit and White started digging. Lena and her father drove away in search of a gravestone. When they returned it took another ten minutes until the grave was open wide enough and Auri and I joined to put Spirit to rest. White put him into the hole, wrapped in his favourite pullover. Auri and I put his favourite Sheba tuna and a pack of cat sticks next to his body, I stroked him one last time and White buried the cat. It was quite painful to watch the earth hit the small body. Then he was gone.

When we came home again Auri and I started cleaning the apartment. We gave Spirit's food to Lena and

White and they drove home. Everything somehow related to Spirit had to be moved out. The food place, the carton boxes, his toilet, everything. And it was painful. The next few days it was quite hard to accept that he wasn't here anymore. Work progressed slowly. And we just sat there and tried to cope with it.

Auri's mother told us that she knew somebody with young cats and we soon had an appointment on Saturday (yesterday) 3 pm. So on Friday we took the train after (my) work to Schallerbach. My mother exchanged 50 Euro for my 40 Euro OMV coupons which I had gotten from Renate for my birthday this year. With the car we drove towards Lienz.

At first we ate something at McDonald's in Wels. Then I took the wrong road at the very first intersection (Graz, instead of Salzburg). We drove twenty minutes until we recognized. I turned around in Klaus. On the way back I suddenly hit a low-flying bird with the front window on Auri's side. We took the road to Salzburg this time and one hour later we got into a traffic jam, which lasted another one and a half hour - the german's first day of holidays. We arrived at about 1 am in the morning in Lienz, took a shower and went to bed, dead tired.

And yesterday we drove to our appointed destination twenty minutes from Lienz and arrived at 3 pm, but nobody was there. We drove around for a few minutes and tried to call the person again. Nothing. We had waited 45 minutes in total, and then drove home to Lienz again. When we arrived the female friend of the woman called and told us that she also has 5 cats we could take a look at. Then afterwards the women we had the appointment with called us and told us that we shouldn't be so cranky and hung up.

Now it's Sunday. Diablo III was announced yesterday. The gameplay video looked very nice. In about three hours we'll drive back to Bad Schallerbach. Tomorrow and on Tuesday I've got to work, then I've got a few days off.

That was quite a week. Let's hope it gets a bit better from now on.

Just a note... I've left out a few minor details because I don't feel like typing everything. Let's just say we still feel that Spirit is around wherever we are and it hurts to realize that he actually isn't. We don't know if we want new cats, though I think Auri does. And we should probably take two cats.

I've continued watching The Wire, and I'm still intrigued by the story and the writing.

As for my projects... Well, yesterday I actually continued writing the story for the book project. I tried coming up with ideas for Halfquake Sunrise. And I feel like programming for IAD. Oh yes, I also made a little song for Spirit. I may finish it sometime in the next few weeks.

The plan right now is to at least finish one story for the book project, then continue with HQS and Taskless Sheep songs. TaskBeenden soon won't have a lot of time either so we should finish the album very quickly. We now have about fourteen finished tracks, and about a dozen under construction.

I miss Spirit, I think new cats will never feel the same as our little black stinker. I don't know...

At least I hope you're having a good time now, katzi, wherever you are...

Canadian Book Project - June 29th 2008

Continued writing the story yesterday and today for a few hours. Looks good up until now. I'll just add four hours, I'm sure that's sufficient.

Auri's with me in Schallerbach now. We're trying to have some fun, despite the tragic events as of late.

We've seen three cats on the way here in Schallerbach in the street I live. Doesn't make it a lot easier, but we were happy to see cats.

Now I'll probably do some crafting. We'll see.

Diary - June 30th 2008

Had a weird night today. At around 5pm I hear a thunder and woke up. From then on I could hardly breathe because the air was too thick and hot. Took one shot of my allergic inhalers and I think it helped a bit. I told Auri I'd like to try sleeping on the outside of the bed and it worked - I fell asleep instantly again. Guess I'm not used to sleeping inside here in Schallerbach.

Talked to Nina today. She said that she cried when I told her about Spirit's death. I'll probably meet her again next week for some more writing.

Also talked to Steltie, I've got a weird feeling about him and IAD, maybe just because I don't work on it as much as I'd like to.

TaskBeenden still complains about the boredom and that nobody adds anything to the TLS tracks. I told him about my cat, and Nameless still doesn't have any time. He said he knew all about that, but it still frustrated him. He told me once that he usually just sits around doing nothing. Or chat a bit. I have such times too, but ... I at least try to use every minute of my life.

Read a bit about George Carlin today. Didn't know that he had died on June 22nd this year. That's a mere week ago... Hm.

I guess I'll hit the sack now. Good night.



(November 6th, 2012: A photo I shot on July 1st, 2008, which was used for two textures.)

IAD - July 02nd 2008

Finally did some work on IAD. I used the map string from the server and drew it on screen. Not yet finished, hopefully I can continue tomorrow.

Sangel sent me his design for his new homepage which I need to help him with. Needs a gallery for images and flash movies. It's gonna be fun. I guess.

I also finished listening to 9 albums "of 08 which you should've bought by now" - as an article on IGN claims. Well, I got about ten new songs that I love now. Very nice.

And I started listening to the new album by Sigur Ros. Very nice too.

It's 1:37 am now, saving the time I worked on IAD.

IAD - July 03rd 2008

First day of my 5 day "vacation" with Auri still in Schallerbach. Worked sporadically throughout the day on IAD. Chat works mostly, redid some Mootools stuff, and yeah.

Quite tired now.

Watched two programs of George Carlin today. What a witty guy. Too bad he died about two weeks ago...

You know the drill. It's 2:09 in the morning, gonna add four hours for IAD.

IAD - July 04th 2008

Drove home to Vienna today. Worked about an hour or so on IAD. Started implementing the clicking interface. Not with an imagemap, but rather a simple check where the mouse cursor is when the user clicks.

Interesting, yeah I know.

Time now: 3:39

IAD - July 04th 2008

Again worked a bit on the chat output and spent half the day in the pixel art forum "Pixelation". I learned a lot, but now my head's a sponge.

Halfquake Sunrise - July 07th 2008

Somebody from Planet Halflife wrote me an email today, asking me about various things concerning the Halfquake series, because they're doing a Mod of the Week for Halfquake Amen. I exchanged information with him for about two or three hours, and I've even sent him some exclusive screenshots of HQS. I've never shown these to anybody before, so I'm... just a bit uncomfortable with it. But meh. I just couldn't say no, you know?

Anyway, I can't wait for the article to surface.

Blablablablabla.

I'm having a cold right now. It started like three days ago, with fever and throat pain. It's getting better though.

I tell you, it wasn't easy to respond to the questions from the Planet Halflife guy today without sounding arrogant... But I tried to stay... natural. Hope it worked.

Now... I feel the sudden urge to finish HQS. FINISH! Not just "continue working on it"... But you know what? It's already July and I wanted to be done with the seventh map in August.

But hey, I played Mass Effect for the rest of the day. Why not?

Current time: 0:28, July 8th 2008.

Personal Halfquake - July 09th 2008

I suddenly had an idea of adding new emoticons to PHQ, then somehow I had the idea to make people pay for them with SD, and then it lead to yet another idea to somehow make all the emoticons disappear and people have to pay for all of them.

And that's what I started today. I think I spent roughly six to seven hours on that thing now. I'll continue tomorrow.

Personal Halfquake - July 10th 2008

Life is funny.

So, the cold I had turned into severe headache and a pain in my left cheek. On Thursday I finished the emotion event for PHQ, and at night I had the strongest headache of my life. Friday I called in sick, and visited the doc (Auri's uncle). Turns out I have paranasal sinuses inflammation. Or whatever it's called in English.

And on Saturday Auri went off to see some cats - and brought two home. Yuki and Yaki (female and male, respectively).

And I advertised PHQ on Project Wonderful. Basically it lets you bid for ad space. So far I turned 15 dollars into 130 unique visits. Not bad, considering that converts to only ~9.40 euro.

Gotta go to bed now...

(01:39 am, Sunday 13th)

Diary - July 15th 2008

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Diary - July 16th 2008

Yesterday we brought the cats to the vet, just a general health check. They got one shot each, and got their ears cleaned. They're healthy, hungry, and play a lot. And run around like mad, usually at around 1 am in the morning.

What the three dots should indicate... is that I'm having trouble doing anything for my projects here. It's already mid-July, ... I can't bear this any longer. In two days I'm going to visit Auri's uncle again and probably have to get back to work on Friday. Somehow. Either I take the train back, or work from Vienna. Either way, I hope everything'll turn out okay.

I'm playing Planescape Torment right now (in VMWare, because it crashed when running it natively on my machine). I simply adore this game. Very nice characters and dialogues. I wish I had played it earlier, but something tells me that this is the absolute best time for it. I get inspiration both for my stories and for IAD (especially the dialogue system). And the music's really good as well. All in all, this is one of the best gaming experiences I've ever had. Ironically it's from 1999 or something. The newer games just don't hold up...

E3 started yesterday and Auri and I watched the press conferences of Microsoft, Nintendo and Sony. Especially MS and Tendo seem to focus on casual crowd now. Seriously, I feel insulted as a customer. How dumb do they think I am? I'm thinking of selling my Wii...

Anyway. Auri's already in bed, and I think the cats are finally calm. So I'll go to bed as well.

My illness has almost vanished, but Auri's caught something now unfortunately. Let's hope she gets better soon.

Good night.

Diary - July 20th 2008

I'm back at home.

I can't help but let out a deep sigh. There is a lot to tell right now.

We have new cats. Yuki and Yaki. They've caused a lot of stress, but also moments of great joy and glee. I love playing with them, feeding them, stroking them. They're very cute and I hope they'll stick around at least until I'm 35. Which is kind of frightening.

I've been playing Planescape Torment, which I've mentioned previously. In that game there is a kind of sect that are called, Sensates. Their belief is that life should be lived to full extend, and every experience counts. The more experiences you, uh, experience, the more meaningful your life stands. Which kind of made me think. Along with George Carlin's quote: "Take a fucking chance!" I guess, I'm that kind of person that wants to experience EVERYTHING. I mean, I buy instruments just to see how it feels like to play them. I create games just to see how it feels like to create them. I write stories, read books, watch movies - all for the simple matter of experiencing new impressions. That's probably the long sought reason why I get bored of anything very quickly. If I play a game and its gameplay mechanics or storylines stay basically the same, I quit playing it half-way through.

What the hell, I just entered the wiki main site, and what do I see? Today's featured article is about Minneapolis, the largest city in the state Minnesota. Argh.

Anyway, being a so-called Sensate now, it explains so many questions. Especially one that kept on nagging me for so long: Why I watch pornographic material. I just want to see EVERYTHING there is to life. When I get bored of something, I take it one step further. Further and further, and not only into the bright sides of life. And I feel the urge in me to dig even deeper into the dark sides: Horror movies and games. I'm about to play Alone in the Dark, which I heard isn't THAT horrifying, but it's a good start, I guess.

So, again, I'm officially part of the Sensates! I just love this game so much. I learn a lot from it, not only for life, but it's also quite beneficial for my english vocabulary. I found a rather fitting analogy today: Every word you learn is like a new spell for a wizard. Ha!

Hm.

What else?

Well, it's July 20th. Read that again.

July 20th.

What on earth is going on? I'm SO far behind with my planned schedule for all of my projects that I'm getting more and more frustrated. Then again, I sort of still can convert it into motivation right now, and come tomorrow I will begin to invest at least one hour into HQS every day. I just have to keep to this schedule or else... well, I don't know. I just want to end it. Not for the end's sake, but I want to see what I'm capable of.

And what other people think about it.

Anyway.

I'll see you again soon.

Halfquake Sunrise - July 21st 2008

Alright, I've got a small start. Fixed some things in the first turret room, and for the crane thingie. More to come hopefully tomorrow.

The new album by Sigur Ros is simply incredible. I've read today that the band stopped giving interviews because they don't want to explain themselves anymore, they just want the music to stand by itself. A very respectable decision, and one I fully understand. I've given way too much away from my person to all the people that consume my stuff. Some already know me too well, and my stuff loses some credibility by that. Which is kind of ironic. The better you know a person, the less serious you can take that person's "art". Really screws with my mind. But I've seen it happen to myself as well with Nine Inch Nails. I can't stand Trent Reznor anymore ever since he started writing a blog. I think artists should just stay behind their creations and keep their mouths shut. Let their creations speak. They speak a better language anyway.

Oh yeah, today the remake of Final Fantasy IV will be released for the DS. I really can't wait to play it.

A colleague's house burnt down last week, and he's looking for a new apartment. Maybe I'll help him move this week... We'll see. Sucks pretty much to lose so much in one day... He'll probably have to throw everything away due to the stench.

(Current time: July 22nd, 00:23)

Halfquake Sunrise - July 22nd 2008

Added another turret room. Not really sure if it works, I basically just mapped out of my ass, so to speak. Bleh. Still, the design of the room turned out quite well, I think. I have one specific idea for the next turret room, let's hope it works in practice.

The new Sigur Ros album rocks my world. It's so beautiful, I can't find any words for it. It just brings tears to my eyes and I'm getting goose-bumps. This is truly one album most important to my life. I just feel like everything is alright, and all is full of love and joy. I love this feeling.

Taskless Sheep - July 24th 2008

Yesterday and today I've spent like eight hours in total on adding and finalizing Tattered Existence. Not quite satisfied, but when am I ever?

With Tattered Existence done (in my opinion) and Task's Battle Against My Thoughts (he did 85% of the work on that one) also being finished today, we can add another ten minutes to our album. Now we're at roughly 53. Holy crap!

Well, should've spent some time on HQS, as usual. But I guess that will have to wait for tomorrow. Wish me enough motivation to start earlier with mapping tomorrow, since I'm coming home at roughly 3 pm... Plenty of time!

To waste.

On Firefly.

HAHAHHA!

(Time now: July 24th, 23:17)

//Edit: 1:45 am... I just spent another two hours working on The Three. I guess this will be our Anthem!

Taskless Sheep - July 25th 2008

Hey, hey, hey. I finished "Three Kings" for now, although there's still lots of work to do. Task and Less are probably going to add some vocals, and Task will provide a layer of live-drums. Holy moly sholy.

My heart's feeling weird, I think I might need sleep. It's only 22:49 now and I'd like to watch another Firefly episode (that series is awesome)... (not as awesome as the wire, but it's up there)...

Anyway. I think I'll just do that and uh, yeah. Then go to bed.

Damn it, I should've worked on Sunrise. I HAVE to do that coming week, but there are so many games waiting to be played... Jade Empire, Alone In The Dark, Final Fantasy IV (on DS), oh yeah, and Planescape Torment...

Daaaaaaamn. There's too much content on this huge blue pile of dirt.

Diary - July 31st 2008

Good day.

Yesterday I met with Darrn and we talked about a lot of things again... Games, life, uh... food, PHQ, HQS, and his work (he's a programmer for the game Ski-Challenge over the holidays). And yeah. We went to a vegetarian restaurant, where I got myself a mixed salad. Which was pretty good actually.

Well, today I wanted to visit my friend Jazzymike. However, he was too tired, so we skipped our meeting.

Nina called me yesterday. She sounded really down, and asked me for help. I thought maybe something had happened to her, or she had locked herself out, but the problem was that she pressed some kind of shortcut on her laptop and now the whole display was rotated ninety degrees to the right. I told her to look for a symbol in the taskbar and search for the option to turn the display back to normal in its navigation. That was that.

Work is pretty stressful currently. I've got to make a Flash Video Player for all people in the company to use in the future. Then there's the team management, group management, and the google rank manager. Blehhh.

Looking at the calendar, I've got five months left for HQS. Five months equals to twenty weeks, divided by two, cause I can only work on HQS when I'm in Schallerbach, makes ten. Ten weeks. Which results in approximately fifty days, let's say forty, cause I know myself. And there are other projects like TLS and the short story.

Forty days.

Well, it is quite a lot of time.

But it won't suffice...

Halfquake Sunrise - August 01st 2008

Spent roughly two hours today on the third turret room. I'm getting somewhere. Tomorrow maybe I can add the fourth and get the hell out of that turret mess into the next mess... Buttons.

Lots of.

Halfquake Sunrise - August 02nd 2008

I just ordered the Zoom-H4 recorder for environmental sounds in HQS (and possibly sounds for drums or background noise in music).

Slowly getting excited. It's a 300-Euro heavy punch in the stomach. But I'll survive.

And while being in a generous mood I ordered a hull for my keyboard. Another 30 gone.

Oh well.

Now for more interesting stuff: I've finished the fourth and last turret room. I'm now able to continue my exciting journey. I feel like doing the text marquee thingies for the walls next. Make a prototype and such. Yeah.

Quick Movie Reviews - August 03rd 2008

Wrote the next installment of the FAMOUS QUICK MOVIE REVIEWS. Hell yeah.

Writing stuff like this really helps me, uh, vent things.

Or not.

Maybe it's just bullshit.

^_^\n

Diary - August 04th 2008

So, I'm back in town (Schallerbach).

I just wanted to go to bed, and ran my head straight into a spider thread. Ew. Skimmed through the whole bed, moved it away from the wall and looked at the floor - but found nothing. Well, it can't eat me, now, can it?

Halfquake Sunrise. When I came home today, I looked through the HQS file and refreshed some ideas in my head. Now, the next thing to do is definitely the marquee thingie. If I won't help a colleague out with moving into his new apartment tomorrow, I might actually have time to work on it. Otherwise, it'll be Tuesday.

Things are shaping up.

Halfquake Sunrise - August 04th 2008

Finally made a prototype for the scrolling message contraption.



(November 5th, 2012: The prototype for the scrolling text functionality. It says, "Hello World".)

Work is pretty busy right now. Bleh. Well, I'll finish a few things tomorrow. Like the GoOoOogle Rank Manager and the flash video player, which I guess will be used by the entire company. Holy snowflakes.

Back to music now.

Taskless Sheep - August 04th 2008

Tried making a new version of Three Kings, with the newly recorded drums by Task, but couldn't finish because Auri told me that White and Lena brought their cats to our apartment in Vienna, and they'll stay there for four days until Friday.

Argh.

Anyway, later on Task, Less and I joined in skrbl.com to try and come up with album cover and name...

Diary - August 06th 2008

Sooooooooowly the pressure is creeping up on me. Time for some listing!

*) Mirnda's Inn

I think this should be my top priority for tomorrow. This is becoming quite an obstacle. Since I've gotten a good idea for the end, I might just as well end it!

*) HQS

Next step would be... more traps! Also, my Zoomy should arrive tomorrow or the day after tomorrow. Shweet.

*) TLS

Currently working on Three Kings. Wasn't really in the mood today or yesterday. Also, we need to come up with a bandlogo and a cover for our first album (and a name too).

*) Walter's Deal

Currently on the same level of priority as IAD. I know where to go, basically, just need to get going.

*) IAD

My turn's next: Implementing player moving on the client side. Then come up with a story, a little world, a dialogue system, and so on. Also, I'm looking at Pixelation.net almost every day, learning quite a few art tricks.

Anything else? Well, it's quite enough.

At home I watched Requiem For A Dream, which was interesting. Also, quite a disturbing end.

Blablablablabla. Did this really just help me get rid of pressure? *checks* No. *takes a deep breath*

Alright, once again:

This is easy! Tomorrow, work on Mirnda's Inn. Then continue implementing traps in HQS and work on the TLS album. There.

Of course, there's stuff to do in the company as well... Gotta help two colleagues tomorrow with a few things. The flash video player (which is at least fun to work with), and ironing out a bug in IE6 (which is terrible).

Right now, I'm really feeling pressure. Finishing Mirnda's Inn (at least the story, then I still have to do the cover drawing/phot) will surely help. I shoulda done that today... But no, instead I talked to Nina about rape and feminism. Bla.

Anyway. Gotta go to bed... After some meditating.

...

Canadian Book Project - August 06th 2008

What a fucking long day.

First, I finished the Video Player at work. Then I went straight on with some javascript junk. Which I said I'd do tomorrow, and instead I did some more interesting javascript coding. At 16:30 I left and drove to my mother's office and took a look at her four year old PC. Three malware programs were running, and I killed them and (hopefully) erased them. Couldn't figure out, why sometimes programs would just exit out of nowhere. I got 30 Euro (officially out of the company's treasure chest - arrrr), and then drove to Hornbach through Wels. I tell you, driving through my home town made me feel all fuzzy inside. Also, what the fuck, they turned Salzburgerstraße into a two-way street? I almost killed myself there. Sheesh. Anyway, I felt kinda young in Wels. Felt good. Felt like love. Just like old times.

At ye olde Hornbach shoppe I bought a cat toilet and a cat transport basket. So now we have two of both. For Yuki and Yaki. *_*

At home I quickly showered and ate the second half of my Schweizer salad. Yum. Then I began writing for Mirnda's Inn. I'm still not done yet, but I believe I can make it tomorrow. At least, the first draft. I don't know if I should end the story after he discovers that the digits don't actually kill people at zero, or tell the tale further and write what actually happens to the boy when it reaches zero. Or I could just skip the entire explanation scene and go right to the moment the boy's number reaches zero.

Fuck, I don't know.

All I know is I'm sleepy. Real sleepy.

And I've got lots of disturbing erotic images in my head, thanks to Requiem For A Dream, and probably mainly thanks to my perverted imagination. Thanks, god!

Canadian Book Project - August 08th 2008

What another fucking long day. Incredible too! In some way.

I got to work in the morning, and started working on Franz's private project, which needed a JS gallery. Which I'd started yesterday already, but there were still a few things that needed implementation and adjusting. That's what I did - for more than three hours.

Afterwards, I felt a bit dizzy and gladly the lunch break arrived about ten minutes later and I got something to eat. Rainer, who was coming along to Spar, mentioned that my neck hair is longer than the hair on my head. Bla.

Yeah, I'm a hairy guy. Rub it in my face!

Anyway, the whole afternoon a colleague spent about three hours explaining the new ZMS project to me. Which is gonna be nice, in a way, but also a whole lot of work.

Actually I somehow hate that project. But whatever. It's better than creating tax consulting websites.

I also got a list of changes for my Google Rank Manager, including a command to change the layout... And I felt like shit again. Like somebody who doesn't know what looks good and what doesn't. And I might be a humble person, sometimes, but I freaking know a good design when I see one.

Anyway.

After work blablablablabla.

At about 9 pm I started writing on Mirnda's Inn again. Before, I finally received my Zoomy, and I made a dozen tests or so, including walking around outside for a while. Pretty nice quality. Awesome stuff.

So I wrote about one hour on the story... while talking to TaskBeenden about Zoomy.

Maybe I can finish it tomorrow. That would be swell.

And now: bedtime!

snore

P.S.: I feel like getting a cold. Again...

Halfquake Sunrise - August 08th 2008

Finally produced the I Am Loading song, based on the melody of I Am Sailing, or whatever it's called. I've also already added it to the fourth map. Basically it's a "loading" room, you see the "loading" letters float around in that little monitor thingie and the music plays for about 60 seconds - then the next level loads.

Thus, this concludes the fourth map. So far. I haven't added the actual level change. But I could do that right now too. Yeah.

Sangel drew me a little wallpaper today, based on a wallpaper of the game Duke Nukem Forever, which has been in development since, uh, 1998? Something like that. HQS has taken a lot of time as well, so he thought it was funny. I placed the image on the HQS page to show off. It could've been a bit better, but whatever. There's Duke, with a dragon on top of his head, and the dragon's wearing Somos' top-hat.

Alrighty, I'll try to work on Mirnda's Inn after I've added the level change.

//30 mins later: Well, I haven't added the level change, but I fixed a few small things. For the level change, I might need another small room, the "transition" room of HQS.

Canadian Book Project - August 08th 2008

I wanted to start writing directly after HQS, but I got distracted. Sometimes I just have to check the internets and watch female bodies reveal what nature's given to them, just to enjoy the art. This time around though I landed in a very strange place with really disturbing videos, like a man who had his butt bitten off by a shark, or a victim of an accident with only half a face remaining. And lots of other oddities... I didn't watch these, but reading the titles alone made me feel awkward.

Brrr.

Anyway. I finally found a nice ending for Mirnda's Inn! I'm not done yet, but it should take another hour to finish it, then a few days to check spelling and plot and grammar and yeah. Woot, woot.

Canadian Book Project - August 15th 2008

Visited Nina yesterday for three hours and finished the short story. I need to go over it twice or three times, but at least it's done for now. Things should clear up in my head a bit.

Oh crap, I just remembered that I have to do a cover page for the story... Nnnnnoooooooooooo...

Anyway, Nina's got two nice cats. A bit over-fluffy, if you get my drift, but that somehow made them cuter.

I've got to buy food now. It's finally cold again outside (~13°C), but it will be warmer again tomorrow, I've heard. Bleh.

Hope summer's a goner soon.

(Time now: August 16th 2008, 11:26)

Diary - August 17th 2008

Welcome back to Schallerbach.

Once again, I've got a pretty, uh, casual week behind me. I've visited Kenti (and listened to his criticism for a few Taskless Sheep songs), Nina (finished writing Mirnda's Inn), started playing Final Fantasy XII and Bioshock (and loving both) and watched xXxHolic, the second season. Which was good at the beginning, but the end was a bit tame.

On the train home I got a bunch of ideas, most of which I already had in the past, but now I've gathered them all into a nice bundle and I'm noting them all down now.

I've had a story idea for a person riding the train regularly and that person decides to play different characters for different persons, and at the end he even disguises himself a little and meets a person the second time, only to find out that that person is also playing a different character now.

I got an idea for the HQS page with broad beams from the bottom, like these large lights you see in Hollywood, or in the background of anime action scenes or commercials. Either way, those would look pretty cool, I think.

I've also had an idea for IAD. Basically three gods are having a fight on who's the best, and then they enter a challenge and each creates their own little spot. These three areas form the world of IAD. Each god has different attributes. One god could be far in the background of his people, one god has several statues for him and all people praising him 24/7 and being a dictator and what not. You get the idea. Also, each god has a different style. One could only make white silhouettes of people and things, another one could be all insane with lots of random stuff. I'd also dive into economics and politics a bit, to make it a bit more interesting. Even more interesting is how the whole story of the three gods is discovered by the player: At the beginning each player chooses one of the three areas to start with and only in long ventures and dialogues is the player able to discover the history behind IAD's world.

Then I had some vague HQS traps ideas, loosely based on Bioshock and FF12 stuff, but I'll let that breed

a bit in my head.

Well, I'm sure I've forgotten something now...

Either way, it's 21:35 now and I'm deciding what to do. I'm rather tired, so maybe I should just watch Serenity, which is lying in front of me on the desk.

Ah yes, I had an idea for Walter's Deal. I should probably introduce a new character, a woman who's living a normal office life. She's noticing the new invention and getting interested. She's one of the early users, and later on maybe even the first to buy a traveling cell for her own apartment. She's then also the first one to show signs of side effects near the end of the book.

This new character should help show how the world gets influenced by that device.

I'm getting all itchy. I will probably finish HQS April or May 2009 (yeah, I'm already admitting my defeat!), and the TLS album approximately at the same time, and then I'm getting Walter's Deal done. Should take until the end of 2009. And since I know myself very well, I will have a few other projects at the same time, like the 5th version of PHQ - which I'm also getting constantly ideas for.

Basically I want to start from scratch (I think I've already written about this ...), and make it simpler overall, but still complex in the decisions you can make.

But yeah, first things first.

HQS and TLS.

Halfquake Sunrise - August 18th 2008

Made the level change to the fifth map and started with the first room. Let's see what I can do with it.

I ... probably should do more, but meh ... I'll take a break.

Canadian Book Project - August 19th 2008

I've read through Mirnda's Inn for the first time. Can't say I don't like it, but I may have to read through it once or twice more...

Canadian Book Project - August 19th 2008

Spent a few hours on afternoon and after work correcting Mirnda's Inn together with Auri. I'd say I'm confident with how it reads right now, but I'll go over it once again. Also I might send it to Nina tomorrow, because she volunteered to check it as well. And I take all the help I can get - especially on this one.

Then I tried to help Nameless by trying a crack for Magix Music Maker 5 - which turned my machine into a popup circus... Next to the clock it read "VIRUS WARNING" or something, and there were two fake windows reading through my local files, probably infecting them or whatever. The virus also changed the background image to something red. And added a bunch of links to the desktop. Very strange.

I had to set up windows XP. It runs okay now, but I had a few problems when starting the machine - for a few times it kept rebooting all the time. Meh. Let's hope it's okay now.

I might need a new machine still though. We'll see.

I'm terribly tired, so I'll keep this short.

(Time now: August 20th 2008, 1:26am)

Taskless Sheep - August 20th 2008

Spent the whole morning working on a text for Stranger, then after work I finished watching Serenity and recorded vocals and arranged a bunch of drums... But I'm not very satisfied with it. May add a bass and some piano and/or strings tomorrow. Gonna sell this thing, I am.

Fuck yeah.

...

I'm tired...

Diary - August 22nd 2008

After coming home yesterday I felt motivated to continue working on Stranger, but the PC didn't start up. I tried and tried, then ate Spaghetti, tried again - and gave up. I called Auri that I probably won't be online. Then I started reading the book "How To Make Webcomics" - then I tried to turn on the PC again. Didn't work. I've disconnected harddrives, plugged out RAMs and the soundcard and the networkcard - nothing.

So I read the rest of the evening.

The book is pretty interesting. A lot of the stuff mentioned I've already come to realize myself (word balloon placement and their arrows, for example). They expect you to work on your comic every day with an update every day - including a buffer, say, ten strips ahead. Well, after finishing the HQA Comic I've decided that I will never do something again that updates daily. It's very difficult to engage the reader in a storyline that way and expectations of your audience rises up in the sky. It's like watching a TV series where every episode is released once every week. There's too much disconnection going on there, and it's always better to just watch the entire series in a few sittings consecutively.

And still, I myself enjoy checking out webcomics that update every day. It's a habit, of course, but it also gives you a sense of being a part of the process...

Very strange, all in all.

I've got some work to do now, so I'll have to stop here. Suffice to say, I desperately want to make a new comic, but I'd finish it first and then post it all at once...

Halfquake Sunrise - August 23rd 2008

Made the afore-mentioned sun-rays-flash for the HQS page.

I saw somebody posted the old HQS intro with the cube factory on YouTube and in the description he mentioned that HQS was canceled, and that it's "too bad". I sent him a message, telling him kindly that HQS is in fact under construction and will be released in early 2009. He replied that he's stoked to hear about HQS and that he can't wait to play it.

Funny! How many people still think HQS is canceled? I should really focus on that game now... (I KEEP SAYING THAT, for fucks sake)

Anyway, I took a look at the file on my desk and counted traps that I have ideas for. It's about thirty-five or something. If you take under consideration that every trap will take approximately five minutes to play through, and that there are already about thirty traps built, there's a playtime of 325 minutes, which are roughly five and a half hours. Which is pretty cool!

Now I need to roll up my sleeves and map the hell out of this place.

Taskless Sheep - August 23rd 2008

Continued refining Stranger. Fixed the guitar line and the vocals line and created a version with only vocals and guitar. I think it's already a nice song! Just needs a bit of bass and sweet background percussion and maybe strings or piano at the end and baaaam.

I drove home with my car today (cause tomorrow we're all meeting to visit Five-Finger platform for my mother's mother's birthday) - and Nina and her boyfriend Mark drove along with me. Nina and I talked a bit, and she told me she'd already read Mirnda's Inn and she had enjoyed it a lot. Two or three things

she mentioned, but other than that she liked it, especially the end, she said.

I'm happy!

Since my PC broke down in Schallerbach, I'm working with my notebook now. Which is pretty cool because now everything works a bit faster, including mapping! Hell yeah.

Diary - August 25th 2008

Yesterday I went on a trip with the rest of the family to the "five fingers" somewhere on the Dachstein. Quite impressive view, resulted in a few nice photos.

But I've got a sunburn on my whole head and neck. And it burns, burns, burns...

Taskless Sheep - August 25th 2008

Made a new version of Three Kings. I hope it's accepted by Task and Less as the final one.

I suggested today that we follow a schedule from now on. Until September 14th we decide on a playlist and iron out the last errors in our songs. Then until September 21st we design our logo, cover and booklet. After that, until October 1st we look for a good printer - and then on November 1st we're going to release it.

Sounds easy!

Still not having any luck with Stranger. I might skip working on it for now. Maybe for the next album.

If there ever is one.

Halfquake Sunrise - August 25th 2008

Continued working on the room with the black search light thingies. I don't call it finished yet, but I've got to move on with the next room.

(Time now: 22:17)

Halfquake Sunrise - August 27th 2008

This is getting big!

I've started a little contest today called "Dying For The Greater Good" with which I'm trying to get people to record "death sounds" for a little scene in Halfquake Sunrise. I asked Emanuel from Planet Halflife (which I've previously talked to about the reviews which will be up in a few weeks!) if it was news-worthy for the site - and he assured me it will make front page!

Holy shit!

I'm excited. Boy, I need to get HQS out of the door SOON.

Ohboyohboyohboyohboy.

(It's 22:48 now.)

Taskless Sheep - August 28th 2008

Spent three hours today for TLS, first calculating prices for producing the CDs at three different companies, and then remaking the drums for Stranger and refining everything once again. I'm getting somewhere! Only thing that's missing is a juicy bass.

Taskless Sheep - August 29th 2008

Fixed a minor error in the vocals of Afraid of Fear. Hopefully Less finds the time to add it along with the new drums (also supplied today by Task).

On November 1st AoF should be finished. Three Kings already is (since I don't hear any criticism - at all - from anyone). So, I guess that means that now we need to fix all songs and get a nice order going.

(Time: 19:44)

Oh yes, I've added \$50 (~34 Euro) to project wonderful again, and I'm now running various ads again. (Againagainagain) One of the sites my ad's on is Evil Inc., a comic run by one of the authors of the book How To Make Webcomics. And guess what? It's actually pretty good! I've even considered buying a book, just to see if he follows his own advices. And because the comic's good... But anyway. Evil Inc. is just predestined to have an ad for PHQ, isn't it?

Yeah.

Anyway, PHQ seems a lot more crowded these days, with a bunch of people writing Personal Page entries regularly...

I can't wait for the review on PlanetHalflife. Then even more people will come. Oh boy, oh boy.

And now for some pizza!

Halfquake Sunrise - August 29th 2008

Started with the next room. I decided to do the chess room. A bunch of buttons on the floor and you have to jump on the ones you are allowed to, depending on what type of chess figure you "are" at the moment. It's kind of a different take on a maze. The goal, uh, is to press the button in the upper left corner to open the exit door.

(Time now: 01:03, August 30th)

Halfquake Sunrise - August 30th 2008

Spent roughly five hours on the chess room. I think I've never used so many entities for a trap before. Patience and the credits of HQA were pretty heavy, but when I'm done with the chess room, this will be a new record.

I think after the chess room, I'll add the room where you have to push a bunch of pushables around.

Then, I'll do the "We Love Buttons" song, followed by a large maze/building (kinda like an office building!) in which you have to press every button you can find. (Maybe a pacman reference? That's right - I'll rebuild the original pacman maze!)

Groovy!

The ad for PHQ's still running (still have \$28,88 left to spend) and I've been getting 214 unique visitors so far, which resulted in around a dozen new users.

It's already 23:16, sheesh... Maybe I should play FFXII for another hour or two.

General - August 31st 2008

I've restructured the farm's design a bit (centered it) and added buttons for HQS, HQA, HQ, PHQ, Remains, Antaran's Journal, Tournament and Phabetal.

I think it looks a lot "bigger" now. But I might redesign the rest a bit. Draw new stuff from scratch.

Soon...

I also added HQS to MODDB.com and it will be approved in a few days, they say. Curses!

I thought about re-releasing Remains along with Meadow Mayhem. People say that the second book sells the first. I believe this applies to EVERYTHING. Like, my second girlfriend will sell the first!

Or something.

Whoever my second girlfriend is. Probably auri, after breaking up with auri.

Anyway, re-releasing Remains would be awesome because then it finally would look like it was meant to be (black). But I doubt I could sell 100 units, which is the minimum order amount at the place I want to order Meadow Mayhem at.

But yeah. I'll keep thinking about that.

Halfquake Sunrise - September 01st 2008

Continued with the chess room.

I need a break.

Maybe.

Halfquake Sunrise - September 02nd 2008

I've worked my ass off for this chess board, but now the triggers are all in place. There's still one thing left to do (indicate the starting point - the King), but then I can move on to the next room.

I can hardly keep my eyes open, but Task, Less, Nina and Khimitsu are talking to me. Let's see if I can get to bed in half an hour.

Oh, and I watched Speed Racer. Awesome.

Taskless Sheep - September 03rd 2008

Mixed Afraid of Fear for Less cause he couldn't really mix it on his laptop. So we got another song done (still a few little mistakes that I'm gonna iron out soon). I've also sent them the latest Stranger version. They seemed to like it.

Still, maybe it would've been better to wait a bit. Well, it's done, so yeah.

HOLY SHIT!

The news for Dying For The Greater Good has been posted on Planet of Halflife and I've got 350 visits right now on the farm, and already a bunch of submissions for the contest. Including one from a professional voice creator, who said at the end: "I haven't been stabbed before, so I hope this is gonna work out for ya."

Hell yeah.

Well, I feel awkward sometimes listening to those people making weird sounds, but it will fit nicely in HQS. So yeah.

I'm afraid of the interview that POHL will do with me. Argh. I mean, nervous.

Also talked to Banungadawa today, and he said he'll try to get 100 submissions for the contest. O_O Let's see how many he can collect.

This is getting really big over here, I hope I'm not changing in a bad way with all this ... publicity.

Gotta keep remembering myself. And not get under too much pressure. I still have a lot of time.

But I didn't work on HQS today. Blah.

Well, I may do so tomorrow. After Darrn's and Chappi's visit.

Oh yeah, I've implemented the corrections for Mirnda's Inn that Nina's given me. Only need to do the cover now... Friday, maybe... We'll see.

Diary - September 04th 2008

I'm about to go to bed actually, but I've got to write something now.

I remember that Halfquake appeared in the Planet of Halflife news seven years ago. And I remember the day HQA was featured in every PC Action in every shop in Austria and Germany that sold this magazine. I felt huge back then. But something also tells me that I didn't really realize what was going on. I remember the phone call from some ORF marketing guy who asked me about why I chose sadism as one of my primary themese, asking me about the events where a man ate another man and they had met over the internet and both agreed on it.

It was weird. Now I somehow know that that guy tested me and I probably gave the wrong answers. Losing the golden nica contest or whatever it was called was also quite a... pain, that still hurts today. I've given them the URL to PHQ in the last minute, so to speak, and - at least they said so - that changed their opinion again. So, basically I lost because of PHQ. But what was even more irritating - HQA lost to some SHITTY game about bees by some young brat. Okay. Negative energy is bad, I know. Just let me rant, I promise I'll behave afterwards.

I remember seeing HQA in the ORF studios on the big screen and the guy playing it had a blast. I remember leaving my computer there because they couldn't get Halflife to run on their system. It was a good time. But somehow I was too blind to actually enjoy all this. In a way.

Right now, I'm slowly getting back into the spotlight, so it seems. It feels good. I admit it. But I'm afraid it will go to my head and change me again, like HQA changed me and it took me several years to "wake up" again.

When doing that interview I've got to stay true to myself and not sound arrogant, like in the other interview I did way back in 2003 or something (that website that interviewed me isn't even online anymore). I've secretly longed for another opportunity to get interviewed and then again often times I've told myself I'll never do another. But I just can't decline. I'll simply try to stay focused, not give away too much information and keep it fun.

Talking in the terms of "How To Make Webcomics" - this is business. And I'd like to sell things around here - again.

I've added HQS to moddb.com and there are four comments now, and they're absolutely positive. I wonder when the first negative opinions will appear. Can't be too far away.

I've got to stay focused.

Tomorrow Darrn and Chappi will probably visit me. I don't know for sure yet. I will either write lyrics for Cycle of Life (TLS song - we decided to set the whole schedule one month back and add another song) or work on Sunrise.

Or, fuck, I should get that cover done. But I can do that in Vienna too. In theory.

Okay, I think that's all what's on my chest. I'll go to bed now then.

Good night.

Halfquake Sunrise - September 04th 2008

Made the transition from the chess room to the next room with the reeeeeaaaaal slow ride across a rift with drills coming at the player and the floor of the train thingie opens and all that funny stuff.

I'm hyper. So hyper in fact that I'm not funny anymore. But, on the other hand I may just be tired.

Tired of people. Once again.

I can't wait to be offline the next week again and not talking to people. It's really straining...

Focus, focus, focus.

I've listened to some songs of the album Remains. I'm not saying it's bad. It's different. And I feel worse about my music again. Damnit. But meh, on the other hand, I've got FANS. I think I always block this kind of stuff. Fans. People that listen to my music like it were a muse's voice.

That is creepy. Incredibly, fucking creepy...

Also very creepy is the fact that the mention on planethalflife caused LOTS of people to download the Halfquake mods again. So right now there are probably people listening to my voice, playing my games... Walking around inside my creations.

It fucks with your mind.

Then again, there's nothing to it, is there? ...

Well, it fucks with your mind, that's what there is to it. Seeing all those celebrities that are known all over the world - they're fucked. Completely out of their minds. Tom Cruise, Michael Jackson. Well, David Hasselhoff seems fine. But even he's kinda hyper.

Being famous is a curse and it eats you up. People are devouring you and your creations.

After reading How To Make Webcomics talking to people who like my stuff is really weird. Like, I've always been kind to people. Always. I replied in a well-mannered way, and I've treated people, well, equally. Like persons. Now, in the book they write about being nice to people because - they're your customers! Now whenever I talk with people now I feel like doing business. I'm still being kind, but I don't know if I'm still myself or just a brighter version of myself. A fucking whore trying to sell out.

Bleh.

I'm tired. I need sleep.

(Time: September 5th, 0:05)

Diary - September 05th 2008

I had received a bunch of calls from my father starting Wednesday, I think. Today after work while driving home I finally took my mobile and called him back.

He told me that grandpa was in hospital - and that he's not gonna wake up.

I... Well, you know, these are situations in which you are shocked but you don't know yet how shocked you actually are. It's like a deep cut, at first you only stare at it, then a few seconds later it starts to hurt and bleed.

I changed my plans immediately. I had an appointment with my mother's mother, cause she needed an interview with me, a survey thing. I called her and said I'll be home at 5pm. Cause Opa is in hospital. Then I called mum and Auri. And drove to the hospital.

Everything was new there, and when I finally found a parking space in a parking house, I went outside and into the hospital. It had a huge entrance area, which looked more like an art house or something. I went upstairs and to the receptionist. I asked her where ... and then I stopped. I didn't remember my grandfather's forename. I was so embarrassed and just stared at the table in shame. The receptionist asked me where he's from, and I said Marchtrenk. "Franz Lehner?" she asked.

"Yes, that's him."

"Are you a relative?"

"Yes, that's why this is so embarrassing."

She told me where he was and I went upstairs again - then I saw my grandmother, my two aunts Claudia and Sabine, and my dad sitting there. They greeted me, my granny and my aunts hugged me and dad gave me his hand. My aunts went off to see grandfather and my dad, granny and I sat down. It was a children playground area, so there was this huge red cage with a bunch of children playing around in it a few meters away from us.

Granny told me what had happened. They were doing garden work when her husband's heart stopped. A neighbor must've seen him because he yelled something like "quick, somebody, he's lying on the ground". Granny ran towards him (she was around the garden somewhere else) and they called the ambulance. There were wounds on grandfather's right arm, he had probably tried to walk along the fence... The ambulance came close to ten minutes later and they even revived him - but it was probably too late. A brain without oxygen can only survive like... three minutes, before it receives permanent

damage.

That was last Friday.

Until Tuesday they all had hopes that grandfather was gonna make it. Then on Tuesday his vital signs dropped even more, and he shook wildly. They said that his brain was lost already, most of it, but the basic functions were still there, like breathing, or moving muscles, trying to do something. Although his legs weren't shaking anymore. So the doctors already knew before Tuesday that he wasn't gonna make it and so they kept everybody in false hopes. So since Tuesday he's basically ... Hm.

She finished her... recap. And she quickly changed the subject to ask me what I'm doing, how I'm doing, what Auri's doing, and so on. Then my aunts came back. Sabine asked me if I really wanted to see him. I said, yes, absolutely.

"Do you really want to see him? He's in an especially bad shape today." And her face spoke volumes. I said, "yes, I know such things."

My granny walked with me, up some stairs and through a few hallways. I told her I wanted to see him for one last time and say good bye to him, and she seemed very happy with that. She rambled a bit on the way, until we arrived at the intensive care. She had to push a button and tell the box who she was and who she wanted to visit.

We went in, then to the left, and there he lay.

It was my grandfather. The good old man who just a few months ago told me life stories and had fun talking to me. The handsome man. He was lying there, covered in white sheets, a tube stuck in his mouth and his eyes closed with cotton and white plasters. Because his lids wouldn't stay closed anymore without these. On his chest I saw two of these measuring suction cups and a few sore places where these suction cups have been already. He was breathing. And he looked... peaceful.

I took his right hand, as if I were shaking it, and I think I greeted him, but I can't remember. Granny stroked his head and sobbed and cried a little and told him that I was here now. Then she looked at the heart monitor. I think I had never seen one before in real life. I still held his hand and said that we had a lot of fun together and that we'll see each other again. Granny sobbed even more after that. She suddenly started stroking his left arm and ... I thought she was saying I should stroke his other arm, for some reason. I was a bit confused I think. I looked at him once more and granny was already on her way out. I looked at him once again. And said, "Tschüss". And smiled at him one last time. It felt weird. He was still breathing, rattling a bit. And I kind of felt like I was giving him up. Which I didn't, it just... felt wrong. Since he kinda looked like he was just sleeping tightly. But I knew that he probably was already gone and didn't hear a word I was saying.

I looked at him once again and at his chest, his leg and his toe nails, which were rather long, and I scolded myself for even looking so closely. Granny went out and I followed. We talked a bit about him, and we arrived back at the others. They looked at me, trying to see if I was okay. Claudia patted on my left knee. I just sat there. I knew my experience with the civilian service helped me cope with it. And I knew that it would hurt plenty later.

They talked a bit and then they said that the sisters were pretty rude around here. And well, I said that it's normal because you get blunt after a while in such a job. And I told Sabine that the same thing happened to me in civilian service, that at the end I moved patients up in their rooms just like their suitcases... Which was definitely the wrong metaphor to use right now. I saw tears swelling up in her eyes. Quickly I added, "so just don't mind the sisters". I fucked up, I know it, but she wasn't mad at me, so I thought she understood what I meant.

We changed topics a bit and had a bit of fun. Dad showed his new iPhone 3G around and for the first time I had a little time to play around with it a bit. It's cute. And looks very nice. But I don't know if it's the device I'd want.

We all went outside again and dad decided to leave, and so did I. My aunts and granny hugged me again, and they've always hugged me, just this time they squeezed me. My dad asked me if I wanted to come to SCW with him (Shopping City Wels) and maybe something to drink. I was a bit caught off guard, but a few steps later (we left granny and my aunts now) I agreed. I figured, he probably just wanted to talk to me about it a bit. And I knew I had to talk about it as well. So we drove to the SCW. I think he was a bit confused too today, naturally. He said one or two confusing things, but I don't remember anymore. Petra and the kids were already there, shopping, so we picked them up and had a seat in a cafe sort of thing. We talked and yeah.

After the non-alcoholic drink I had to leave and told my father that I had hoped it had been alright to say goodbye to my grandfather when he was still breathing, but he reassured me that it was absolutely no big deal and I shouldn't lose my head about it. And I said, "Yeah. Besides, he's in here anyway," and I patted on my chest where my heart was underneath. He seemed to smile and understand.

At home I met my other granny and she had brought goulash for me, which - after telling the whole story - I ate with pleasure. Then I made the survey for her, which lasted a good hour. My trousers had a drop of goulash on it, and my mother offered to wash it for me (cause I'm afraid of spiders).

My granny gave me 22 € for doing the survey. Hmm. Thank you.

I'm very happy that I've seen my grandfather one last time and told him that we had a good time together. My father told me that a few weeks prior, his father had led him into the basement of the house and told my father that all these machines will one day belong to him. My father obviously replied that he doesn't want to think about that and that he hopes that those machines will stand down there for a long time to come. My father said that his father had probably already felt that he'd die soon...

Sigh. Well... Grandpa, I will always remember the (too) few times I visited you and granny and stayed long into the night and you told me all the good funny and interesting and thrilling stories of your past. I will miss you, and you'll always be in my heart.

I know that I should write a song for you. I know, I know. And I probably will. Give me some time. I'm so tired today, I can't do anything at all. Just sitting around and chatting with Auri.

My granny said that on Tuesday my grandpa had smiled. They don't know if it indeed was a smile or ... just muscle reactions, but I believe in it. Seeing him again before my eyes, he had such a warm aura. He was lying there and you knew he was this buddy person that everybody liked. With the hands of a hard working carpenter. It made me sad. But it also made me smile.

I hope you don't suffer, I really do. And if you do, and even if you don't feel anything anymore, I hope you're soon relieved of your shell. Take care, my friend.

And farewell.

Halfquake Sunrise - September 09th 2008

More texture work; converted a bunch of photos into new textures and corrected two of already existing ones. With the new ones I've replaced a few old textures that looked ugly - I got those from a texture collection, which was like... back from the nineties, when the internet just sprang to life. So yeah.

Flo added a comment to the farm, saying he "doesn't approve of the new design" because "it wastes a lot of space left and right" and he "hates that a lot". What can I say? It bugs the hell out of me, but on the other hand... Do I think it looks better now? I most certainly do. He'll get accustomed to it. I guess.

My dad called today; grandfather died last night at around 11 pm. Funeral is on Friday...

Loony99 celebrated his birthday today, and I wrote him the following:

Morgens öffnest du die Lider
Das Sonnenlicht ist dir zuwider
Plötzlich singt wer Geburtstagslieder
Und du denkst dir nur: "Schon wieder?"

"Naja was soll's, auch nicht schlecht,
Bekomm ich wieder Kuchen, ist mir recht."

Taskless Sheep - September 14th 2008

TASKLESS SHEEP!

I've spent a few hours working on a new text for the middle part of Battle Against My Thoughts. Next up's lyrics for Shadows of the Night aaaand... then I'll take Stranger for another spin. I'm using Zoomy to record stuff now, because my laptop doesn't have a line-in. Shucks.

Anyway. The funeral on Friday was the worst and most embarrassing funeral I've ever attended. I feel sorry for my grandfather and for everybody else. Truly, that was an example of a not so dignified way to go...

I'll tell more of it at another time...

I'm still pretty depressed inside, I can't handle all the sad images, so I'm suppressing them for now. They will go away eventually...

I hope.

A few days ago I tried to draw a cover for Mirnda's Inn using the wacom tablet Auri possesses. I didn't go very well, so I'll go back to the basics and use a pencil and a piece of paper sometime this week. I'll probably do something simple. But I don't know. I can't draw realistic trees. So screw it. I was never a fan of realism in the first place.

An old friend (or... yeah, let's call it a friend) has returned, Fredi wants a website and he's offered to pay 150 euro for it, which is basically NOTHING for the huge site he envisions. But meh. I'll probably do it for 200 or 250. Let's see if he agrees.

I'll need the money for the TLS order... And the Remains order, if I'm gonna print that CD too. Which would be cool. But who's gonna buy it? 300 CDs are minimum... Damn.

But 250 euro out of like 2000? Hm.

Guess I'll just have to swallow my pride and forget about Remains.

Ain't that good anyway.

Glee!

Taskless Sheep - September 15th 2008

BBBBLLLLAAAAAAAARGH...

Recorded the BAMT vocals. With zoomy. IT'S FUCKING RIDICULOUS working like that. ARGH. I need a new PC...

Or an external soundcard...

Found one. I think I'll just order it.

Done.

Hope it'll arrive this week...

It's so fucking cold in this house, I think I'm getting sick. Either that, or it's just the constant singing that's getting to my throat...

Tomorrow's the final part of my grandfather's funeral, so I don't expect to get home before midnight or something. I guess I'll continue working for TLS on Wednesday. Probably do the bass and some other elements for Stranger and finish it.

FFS!

And on either Thursday or Friday Darrn and Chappi will visit me.

It's gonna be fun. BUT FUN DOESN'T FINISH THE SONGS.

Well, technically I'm HAVING fun. BUT NOT WHEN IT'S SO FUCKING COLD.



I'll go to bed. Night.

IAD - September 16th 2008

WHAT? I'M A DRAGON?

YES!

I worked an hour on IAD and now I can click to move the player around. Yes!

Diary - September 17th 2008

The funeral.

I've met with grandmother at her house at 9 in the morning. I was alone with her, and she told me about grandfather, even started to cry a little... It was heartbreaking, and it reminded me of the scenes in the hospital.

Fifteen minutes later grandfather's sister "Hedi" and her husband arrived, and we drove to the church (with Hedi behind us, and me in grandmother's car).

We arrived at the church and a bunch of family people were already waiting for us. Uncle Sepp greeted me first. I said, "Long time no see", and he said, too bad it's under such a sad circumstance, that's life, etc. A lot of other people arrived, my dad, Petra, their kids... Tanja (without her kid), Claudia and her family... a bunch of other relatives I've never seen before (or at least I couldn't remember). My grandmother told me that I should read a little text in church. Me, as a strong believer in god. But oh well, I did it for her and for my grandfather.

We went inside the church. And since I had to read the little text ("Fürbitten", whatever that means) I was sitting in the front row, directly in front of the priest. And the kids next to me. I felt two dozen pairs of eyes resting on me. I was kind of too big for the bench as well, so I felt even more out of place. And, whenever they formed a cross on their face and chest, I just sat there. Whenever they prayed, I just ignored them. Oh, I did stand up though when everybody else did.

The priest was talking bullshit. Even made two factual errors. He said that grandfather had died on a Friday, but it was a Monday. He admitted it ten minutes after he had said it. Okay, not his fault. But he lacked general euphoria in the first place. It's his job to do this shit, and that's exactly what he looked like. Just doing his job.

Time to shine. Alex, Nadine, Mario and I stood and walked to the priest. He was sticking this long microphone in everybody's face, first Alex, then Mario, then Nadine, then it was my turn. I think I spoke too fast. And I read something in brackets which I didn't have to read, so I was still talking when the priest moved away the microphone. It sounded funny. But the audience was saying "Wir bitten dich erhöre uns", so I don't think anybody noticed.

Well, OF COURSE they noticed, but they were too "SAD" to laugh at me.

Also, later when the priest was giving out these tasty little white plates, I walked up there as well and instead of holding my hands in front of him and saying "Amen", I took the plate out of his hand and said "Thanks". Auri told me later that day that that had been wrong. The priest's woman assistant also walked up to me and shook my hand and said: "Friede sei mit dir", to which I also responded: "Thanks."

How the fuck should I know?

After church we drove to the second church, where we said goodbye to grandfather lying in the coffin. Actually, that was the first time that day I really felt some kind of loss. Sitting down later I almost started crying too. Claudia's son Thomas cried a lot, and he's five. Probably just something that's messing with his head.

We marched behind the coffin and its carriers to - no, not the grave. Instead, they walked to a car. And put the coffin in its trunk. The priest yelled one last prayer, grandmother said "Tschüß, Vati" and they closed the trunk, the driver started the engine - and he drove SLOWLY away, out of the cemetery, and around the corner...

I just stared at the back of the car and didn't know if I should laugh or cry. It was... weird, to say the least.

I hugged my father. I don't know. He seemed distressed, and somehow forcing his sadness a bit. That was weird too. But anyway. I think Tanja cried a little too.

I didn't. Ever. It was just too ridiculous. I'm sorry, opa, but this wasn't a very good way for you to go. Then again, what is? It's never really dignified, is it?

Well, then we ate something in a restaurant, with a bunch of tables reserved for us all. Yum, food. The children were running around like mad. My dad showed me his iPhone again. He's really proud of it. I

don't really get that gadget. Most of its features are somehow redundant.

People left quickly, and so did we. Oh yeah, Alex ordered one of the biggest Eispalatschinken on a square plate I've ever seen.

After the restaurant the close relatives drove back to the grandparents' house. My grandmother had made some nice nut cake thingie the day before (it's called "work-therapy"...). Nadine showed me around in the garden and showed me how fast she could climb on the frame of the swing. It was all very nostalgic. I mean, I used to play around at the same places with Tanja. Now Tanja's a mother. And she's a lot nicer than a few years back when she completely ignored all of us. Hm.

Anyway, yeah. That was it. In a nutshell. After the funeral I drove to Vienna and ate self-made pizza with Auri.

And told her the whole thing.

Well, and today we met again, this time directly at the second church and I was the first and had a few minutes left, so I visited the grave of my other grandfather. Just after the funeral of Lehner Opa my mother has told me that her parents probably didn't love each other that much, and that my grandfather had promised his wife to never play music again. So when I had told her about how he had played the cittern for me, she went quiet and left the room. Now I understood.

So, I was standing at his grave, thinking about him and the many things he has taught me and the abilities that I've probably inherited from him. He died six years ago in 2002. Daaamn...

I went back and waited another five minutes in the car for the others to arrive. Only the close relatives were attending now.

We followed the priest again, I think he or my grandmother was holding the urn. He opened it and you could see another metallic container inside labeled "Krematorium Linz" and a few random numbers. That was weird. Everybody made a cross on that label and the priest closed it again. Oh, it wasn't the priest from last time. In fact, I'm not really sure he was a priest. He was wearing a suit. I guess he's just a, uh, I don't know.

Anyway, he put the urn in its place. A hole among a bunch of other holes under a bunch of trees. Nice place, actually. Then the children put a few drawings next to the bronze urn, and two roses were put inside as well. Then a few moments later the priest and his assistant returned and glued the stone to the wall.

And the children were annoying so I couldn't really... Well, say anything in my head to grandfather. But oh well. He's in my heart anyway, as cheesy as that may sound.

Afterwards we dropped by grandmother's house again. Sabine, Sepp, Tanja, Claudia, Harry, Mario and Thomas left again, and Petra, my dad, Alex, Fabian and Nadine stayed, and grandma warmed up a Fleischlaiberl with Kartoffelpürree. And it was good. I drew Nadine something. A flying bat, the seeker of a submarine, then I drew her name in curly/fire font and she loved it. Then I drew a cat, and then an alien (which resembled the figure of my old character Muahuuua) on a spider-like space ship. She giggled. Petra constantly said "woah, you can draw very well" and I kept thinking "no I suck, you should see what my russian friend Sangel fires up in the same time"...

Alex liked it too and he said: "You can see that you've created The Verarsching Magazine."

Yeah, he keeps talking about my old school magazine. Holy crap.

Nadine will put the drawings on her door. I'm honored. *_*

That's too much love to handle.

It reminds me that after HQS and TLS and PHQ V I want to spend a year drawing. Comics. Or whatever. Just drawing. By hand. And increase my skills.

Anyway, I've got to go to bed and hope my heart's gonna make it until tomorrow. Keeps skipping on me. Bah.

Good night.

Oh yeah, apart from IAD, I didn't do anything. I just sat around for three hours after coming home at 9 pm and talked to Steltie.

Oh well.

Tomorrow's another day, or so they say.

Oh yeah, work is actually going quite well for a change. Let's hope it stays that way...

Probably not.

Lots of work and too few people. Might have to do something soon that I don't enjoy doing: Websites for tax consultants. Ew!

Good OUB \$)UGR9beurbh94tgb9un h9

Night.

Taskless Sheep - September 17th 2008

Added bass to Stranger... My external soundcard hasn't been shipped yet. I wonder if it will arrive this week... I won't be here in the next two weeks. 😕

Gotta cut my fingernails now.

Canadian Book Project - September 17th 2008

I finally drew the cover for Mirnda's Inn. Honestly, I don't know what to think about it. It's got a few details, but it could be better. Then again, that's me. That's my cover. It's a bit sketchy, but I guess that makes it better anyhow.

I can't scan it because somehow my scanner's broken now... I'll take it with me to Vienna and scan it there. Then on Sunday or sometime next week I'll read through the story once again, create the Word document and send it away.

And that's that.

(Time: 0:43)

Taskless Sheep - September 18th 2008

Used the whole morning to write lyrics for Shadows of the Night and Cycle of Life.

Just need to record them. But I don't know, I should just wait for my external soundcard... It's so much work with zoomy alone.

It should arrive tomorrow. So I could use the whole afternoon to record the shit out of... it.

^.^

After work I drove to the train station in Linz. I drove into some parking house, and paid 1,30 for nothing. Drove outside again and to the post office, where I called Darrn to please come to me or else I will drive around in Linz forever.

We went to a chinese restaurant (really good!), then walked around a bit, talked about my fans and how obsessed some of them are (one even named her son Philip o_o). Then I had to drive him back to the train station, but we took the wrong road, and ended up on the highway. So I just told him I'd drive him home.

He then offered to show me his file of ideas, so I went up into his apartment. I saw his mother and shook her hand and said my name. Darrn then introduced me again, saying: "This is muddasheep." Naturally, she didn't understand. "I thought he said 'Philipp' before," she said. Darrn said: "That's his real name."

Anyway, we talked long about game design. Pretty interesting.

Can't wait to let him test HQS.

Anyway... I'm alone in the house. I could record something... But I'm too tired.

Anything else I could do?

Halfquake Sunrise!

Hmm.

I don't know.

Let's wait a bit. See what happens.

I'll probably fall asleep.

(Time: 22:46)

Taskless Sheep - September 19th 2008

What a day...

In the morning on my way to work suddenly my car jumped and a little yellow symbol started blinking. The engine somehow lost 10% of its power, and while standing the whole car shook like mad. I made it to the company in one piece and looked around on Google for answers. I found out that the Golf IV is full of mistakes and that I'll probably have dozens of little problems in the future...

Anyway, I worked on the new CMS3000 (that's how I named our new content management system), and I think it's actually pretty fun working on it. I can't wait for the complaints I'll receive when everybody's going to use it!

After work I drove home, always looking at the yellow symbol, hoping that I'll make it. The yellow symbol's just a sign that... something's broken, but it's not THAT important apparently. Only the engine is affected by it a bit.

I made it home and had a bunch of errands to do. Post office, municipal office (which was closed...), pharmacy (something for my nose so I could sing later - which I tried but failed due to raw throat), Spar for food, and barber. Blah.

At home I tried connecting the external soundcard, and I got two bluescreens. I actually yelled out loud and jumped on my bed, I was so fed up already with this whole shitty week with stupid things happening all the time.

I ate my salad and tried it again afterwards. I got it to work.

I walked downstairs to get Vibrocil out of my jacket, turned on the lights - ZAP! A bunch of sparks flew down on the sofa next to me. What the hell? I just giggled manically.

Then I tried to sing with Vibrocil in my nose, but I'm just too tired and I sound like a crow.

It's 20:27 and I've wasted the whole afternoon...

Tomorrow I'm off to Vienna for two weeks, having off the second one.

I hope I can work on HQS and a few TLS songs during that time.

Oh, and finish Mirnda's Inn.

Yeah.

Halfquake Sunrise - September 20th 2008

Behold! I made ONE texture!

Canadian Book Project - September 20th 2008

Scanned the image and created a doc file with it and the text. It's got eleven pages now.

Gonna proof read once more and send it away.

Canadian Book Project - September 23rd 2008

Finished!

I've spent four hours today and like five hours yesterday to read and correct Mirnda's Inn. I think right now I can say - yes, it's alright. I think I'd never be able to completely be satisfied with it, but I've ironed out a lot of wrinkles, so I guess it's good to read now.

At least I hope so.

It's sometimes a bit chaotic. But I can't really say. Both Auri and Nina told me they enjoyed it, so I guess (and hope) it's not that bad.

Brrr.

Very mixed feelings here. But now it's out there and out of control. It will take a few days I think until I can really shake that story off my inner todo list.

Auri and I started watching Supernatural. It's a bit cheesy, and sometimes really creepy, but mostly very entertaining.

Hmmm.

Auri's friend Pamchan is here right now, they're learning Japanese. She'll come here every day this week I think. Two pretty heavy tests coming up.

Meh, I just got a call from a colleague at work. Gotta do something.

Time now: 16:14.

Halfquake Sunrise - September 23rd 2008

Continued making the Ferry To The Other Side™.

Still hearing Japanese!

Personal Halfquake - September 27th 2008

I think I'm insane.

I worked ... dozens of hours yesterday and today on a new version of the HQ Chat. Basically it's using AJAX and I can implement it everywhere I want.

Not much time to explain though. Gotta go to bed now.

I love the relaxed mood when I'm on vacation.

Time: 28th September 2008, 01:45

Personal Halfquake - September 30th 2008

Damn.

I've spent roughly twelve hours yesterday (had to stand up at 8 o'clock cause Auri had to go out with her uni friend Pamela) and another five hours today on the new chat.

Really, I think I'm going insane. Anyway, it's done. I've released it yesterday. And that's that.

Kowi and flo already suggested new commands, which I've implemented today. Then I was in the chat (while working on it) and GeeZer told me about his new ideas for PHQ. A forest for the CV to walk around in. Seriously, I've had a similar idea a dozen times. Yeah, it's a neat idea, but I just don't want to spend time on PHQ right now.

Well, apart from the dozens of hours I've worked on the chat and the regularly updated interface now.

Man.

Was it worth it? I think so.

TaskBeenden sent me two messages. Three actually. In the first he said that Draversi doesn't work anymore. In the second (five minutes later) he says, oh, now it works. Probably just had the old script file in his browser cache. And today he sends me another message. He asks, why I've changed the chat, basically. Why I made it more compact.

I hate it when I have to justify obvious improvements. I mean,....

Anyway, I've wasted enough time again.

Let's do something else.

Oh, I recorded Yuki's purring for a new chat sound. That was definitely worth it.

Supernatural is still awesome. Can't believe I'm watching a horror series...

Day 2 on my vacation. Hm. Should work on HQS. But I guess I won't today. Maybe tomorrow.

Yep.

Time: September 30th, 18:32
Gonna add 17 hours today.

Halfquake Sunrise - September 30th 2008

Continued working on the really-slow-train-part.

Halfquake Sunrise - October 01st 2008

Still improving the slow train sequence...

Halfquake Sunrise - October 03rd 2008

Left the train room behind for now and started with the next room, in which the player has to move around a bunch of func_pushables with blinking eyes.

Time now: 0:35

Bought and downloaded Megaman 9 today. Damn, it's tough. And inspiring!

Halfquake Sunrise - October 04th 2008

Auri and I visited Kurt again and I wrote one full A4 page full of ideas for HQS, the accidents that will occur, showing parts of various traps of HQ1 and HQ2.

Time: October 5th, 2008, 1:32

Diary - October 06th 2008

I'm back.

Two weeks have just passed. I've worked a bit on Halfquake Sunrise, and more or less wasted three or four days for the new PHQ chat. Well, wasted is a bit exaggerated. Let's just say... I had fun programming, I recorded Yuki's purring, which was fun for Auri... But I don't know if more people will use it now. I remembered that I've tried twice or three times to re-launch the chat and I've always stopped because I knew that it wouldn't really pay off.

Anyway, I did rewrite it from scratch, and I very much like how it turned out. So it's not that bad.

I've also finished Mirnda's Inn. I'm glad that's off my todo list. Not because I didn't like the story, but simply because it's one less thing on my mind. This week I should concentrate on Taskless Sheep. I've got two or three errors to iron out in some songs, and I should finish Stranger and Shadows of the Night. I'm kind of stuck with Stranger, but I guess I'll think of something.

If I have time at work I should also continue working on IAD a bit. Steltie seems to get disinterested. Which is bad.

In the train to Schallerbach there was this woman sitting next to me. She was probably close to 30. She sat down next to me, pulled her notebook out of her backpack, opened it, and I offered her to plug it in, since the plugs on my side of the seat. I plugged it in, but it didn't work yet, apparently because the power wasn't on yet for the train, or something. Anyway, later she started typing real fast, and I caught a few quick glances at her screen. She seemed to be reading and writing long e-mails in English. She was also chatting in Skype, and using LEO for translation help. In an e-mail she wrote to her sister (I read the header "Dear beloved sister!!!!!!!!!!!!" - her email address was nouvelle.amelie@gmail.com or something) about somebody who cried. Seems like something sad is going on in their lives. It was weird.

Oh yeah, last week I was about to order sausage, salami and bacon for our pizza, when suddenly a guy comes up with a black hat-like thing and long hair too, if I remember correctly, and through his earphones I heard Michael Jackson's "Billie Jean". That was fun.

I should go to bed now. Even if I don't want to. But I'll have to try.

Good night.

Taskless Sheep - October 07th 2008

Spent approximately eight hours in total yesterday evening and today working on Shadows of the Night. I recorded vocals and changed the beginning.

Task just told me he likes it! *phew*

Work today was weird. I was tired and grumpy. I've made a flash gallery a few weeks ago which was supposed to be used in three or four websites, and now some customer said that nobody can see the flash and so I have to do EVERYTHING in Javascript. How the fuck should that look good?

Also, have to port the google ranking manager to PostgreSQL, that means rewriting a lot of code again. I can't see it anymore. 😕

Meh...

What's left to do for TLS? I've got to sing "century" again, because I've pronounced it wrong. And, I've got to figure out what to do with Stranger. And then wait for Less to upload what they've recorded for Cycle of Life so that I can finally record my verse.

Hopefully that will happen this week.

Well...

I should probably go to bed now to catch some sleep...

Time: October 8th, 0:10

Diary - October 08th 2008

Did nothing today. Well, I tried fixing the Perfect Confession drums, but I got frustrated and just watched The Departed and No Country For Old Men. Both very good, the latter was... a very intense and breathtaking experience. Can't and don't want to put any dirty words near it. This is one of my new favorites.

Quick Movie Reviews - October 09th 2008

Just threw all the remaining fifty or so movies on a list and recommended some of them. Called it Dragon's Spanking Hot Film Lair. Added some images.

Took me long enough...

Watched Dead Poets Society. Add this one to my favorites!

Taskless Sheep - October 10th 2008

Invested five hours today, doing the following:

- Removing bass from the beginning of Whenever You Dream
- Adding another vocals layer over "century" in "The Causation"
- Adding and fixing vocals, implementing strings (which I've made in Vienna), adding clapping sounds and... yeah. Fixing a bunch of stuff.

Now I gotta work on auri's uncle's website! Cause he's having a presentation tomorrow and it would be cool if his homepage worked by then.

Taskless Sheep - October 13th 2008

Got the photos of the sheep yesterday that my mum shot this weekend. They're really awesome, especially one hits the nail exactly. I've uploaded them to show them to Task and Less today. Task was also impressed, which is a good sign!

Today I re-mixed Afraid of Fear, Shadows of the Night, and especially Perfect Confession, for which Less has uploaded each track individually so that I could increase the overall volume.

Phew.

The last two days I spent a few hours on auri's uncle's website. It's available to everybody now. I added a little counter, referrer list, and even an agent filter (to filter bad search bots). I just get excited over these little things... Anyway, a few months ago when I got the access codes to the domain I've fiddled around a bit so that they redirect to the new webspace. Seems like I've screwed up, because the email address didn't work anymore... Today I tried to fix it the whole day - until I finally figured it out half an hour ago. It works again! Yay!

I don't wanna know how many emails he hasn't received because of that though... Oopsie.

I've still got an hour before Auri returns. Yesterday we started watching The Wire Season 5. Boy, have I missed it. Auri's been in uni the whole day, starting from 9 am. She'll be back at 8 pm, she said.

So, I'll try to work for HQS!

(Time: 18:41)

Halfquake Sunrise - October 16th 2008

I've visited Blackjack yesterday once again. As I entered his apartment he told me that he hadn't been home for a week or so and there was a bunch of fruits standing in the kitchen all the time. Unfortunately, midges have been breeding like mad, so everywhere you went there were these annoying little buggers

around you.

We talked about movies and games for a while, he showed me Sacred 2, which is a german RPG that can be played in co-op mode. Auri and I are constantly looking for co-op games, so that was an option. It's rather expensive though, since we'd need to buy two games to play... And I checked my account yesterday: 22 Euros. Hmm.

After a while, BJ asked about Halfquake. I was a bit hesitant. First I told him I had my Zoomy with me, played him a test file which I recorded while walking around in Schallerbach at night. Then I showed him two or three screenshots, and finally decided that I could simply show him the game.

For approximately one and a half hour I've played through most of what I've already got completed, although shortly before the end BJ almost fell asleep. Meh. When he was awake though, he was impressed with most of the stuff I showed him. I quit the game at the room with the huge crane and packed my stuff. I told him that I didn't know how the game should end, and I elaborated on my main idea (player walks into the light, like in the movie Cube, with rays coming at player to come back to the word Sunrise). While I put my shoes on we brainstormed a bit and then we arrived at a conclusion: After the player falls through a dozen rooms from previous parts, he gets caught in the rubble - and there he stays. That's the end. The player neither lives, nor dies. I guess there'll be a small monitor or something, showing some cryptic kind of credits or something. And the lights go out veeeeeeeery slowly. Twenty minutes or something.

Interesting ending, I think. It could most definitely work.

I've been rather grumpy the last two/three days. But when I returned home after visiting BJ I felt a lot better. Motivated, thrilled. This end was the end I was looking for. Now I just have to finish the whole thing. And all will be well.

Also yesterday (or the day before yesterday, I don't know) I found DaveJ's site again. Dave Johnston is the guy that inspired me a lot in my early mapping days. I read the "making-of" articles of dust, dust2, and sienna, and what instantly struck a chord is his mention of constant pressure while creating maps after the insane success of dust. And the irony of it all: He's only one year older than me. So he was 16/17 when he found success with dust. I was 16/17 when I found success with HQA. Rather interesting connection...

He's now working at a company called SplashDamage, as a level designer.

In his blog I found this phrase again: "Jack of all trades, master of none." It actually got me quite down. I kept wondering, who am I? A jack of all trades. I can do a bunch of stuff, but I'm not a master in anything. Maybe. After some time I came to the conclusion: I'm primarily a master at creating. I can sit down with anything and make something out of it - if I'm interested enough. And I've got enough experience and patience that I can translate to other processes. I see similarities in drawing, writing, programming, mapping and creating music. It's basically all the same for me, just with different tools and receptions/audiences.

And suddenly, Jack of all Trades sounds a lot better again.

(Time: October 17th, 14:17)

Halfquake Sunrise - October 18th 2008

Yesterday I experimented a bit for the new trap that requires the player to move around dozens of pushables. To be a bit more specific, I figured out a way to have a bar move up to indicate the progress made. The progress being pushing those boxes through, piece by piece. When hitting 100% the door to the next level of the little "building" opens.

Yep.

I also finished Zelda Twilight Princess. Honestly, the visuals were brilliant and inspiring. The gameplay as well, mostly.

And in the train today I finished reading The Pillars of the Earth. Finally! It was truly epic, but only because it had 983 pages. I mean, that's a daunting and respectful length, but you can't write such a long story without it ending up as being epic.

Well. Maybe you can. I guess one can fuck up everything.

The characters were written very well though. A really good book, all in all.

Now I've got to read Nina's story next, which is around forty A4 pages.

And after that ... I don't know. I've got a few new books lying around, including The Book Thief and Dunes (all parts in one book).

I should make a new entry in the farm news, but I don't know what I should talk about. I think of a lot of topics, like The Wire, Twilight Princess, HQS, but it all comes down to being ... kind of senseless.

I could talk about dubbing and how it renders people almost allergic to the English language in Austria and probably Germany too.

But then again, it strikes me as quite redundant to write about such things ...

I don't know.

I'll just shut my mouth and continue working on HQS. And such.

(Time: October 19th 2008, 21:48)

General - October 19th 2008

I did it. I wrote a farm news entry...

I feel weird now. Maybe I should've written nothing... But on the other hand, I have to show that I'm a live sometimes. Hm.

Oh well.

I could have been a bit funnier. I always write so dry...

Taskless Sheep - October 20th 2008

I've made a test album cover of the sheep photo my mother made, and I've tested the arranging of the lyrics in the booklet and came to the conclusion that we'd need 16 pages in total.

At home I recorded vocals for Cycle of Life and made a testmix, including a crash of my bass and a cheering crowd from the Manson live album.

Fun!

Task told me my voice sounded sad and I almost killed him for it. 😊

Whatever.

It's done!

IAD - October 20th 2008

Continued working on IAD a bit. But Steltie did most of the work while implementing those doors.

IAD - October 21st 2008

Worked most of today on IAD with Steltie. Not really groundbreaking stuff, just fixing bugs and trying to make it work in standard browsers.

I've just watched Zeitgeist Addendum. Don't really know what to make of it. It seems promising to have a future in which the machines are doing most of our work so we can hang around doing nothing but having pleasures all the time.

I think I'll write a farm news entry about that. Having an itch...

(Time: 22:00)

Articles - October 21st 2008

I've written the farm news entry about what I think of world peace.

I highly doubt its possibility.

But anyway.

Let's see what the comments will look like...

I dreamed of a very old friend of mine again today... I've met him and once again we joked around like in the old days. At 6 am in the morning I woke up and slowly realized that - yep - I've been fooled by my own mind again. It wasn't real. He still ignores me. I made two pointing fists and I believe I said "yeah" to myself, turned around and continued to sleep until 6:52.

I don't really feel like writing about myself. Which is weird. I think it's because I'm feeling stressed. I need to calm down a bit...

The world is probably going into chaos soon. Banks and countries are bankrupt. Iceland for example. The EU has offered another invitation to them. Now Zeitgeist Addendum, showing how exactly the USA has their hands in a dozen other countries all over the world all by inflicting debt upon them all.

I'm restless. Something's brewing inside of me and I can't help it. A lot is going on right now I think. HQS, Taskless Sheep, and now IAD again. I have Nina's story in front of me, 43 pages, "Die feuerrote Wunde", which I promised I will proof read until tomorrow. Well, damn. I should visit my grandmother... But I don't know... Maybe on Thursday. I'd like to meet Darrn and talk about economics and games and current state of the world again. I've got to visit BJ next week to record the first lines of HQS dialogue.

It is all a bit loud right now.

Loud and restless.

And my back's aching sometimes. Probably foreshadowing nasty stuff to come in the (near?) future...

Anyway. One day at a time. And as Dead Poets Society taught me: Carpe diem.

Nutze den Tag.

That's exactly what I'll continue to do.

I've had flashbacks of the civilian service recently. Just today a coworker asked me why I liked taking the stairs instead of the elevator. And I told him about the male nurse ... I can't remember his name ... who told me that I should always take the stairs, it would be good for my knees.

Also, the one time when a woman vomited on the ground in her room, and it was mostly water on the ground (didn't see her vomiting). I had called the nurses for aid.

Or the one time when a woman had collapsed in an elevator, leaning on an old woman who was screaming "help help" and I had to get a doctor and more nurses (one was already there, Ulli was her name I think). Weird feeling of urgency, when a life rests on your shoulders. Not really a life, but I didn't really know if it was just unconsciousness or ... something more serious.

Or handing out food at midday, standing there watching patients eat. Or the guy who traveled the world, and one day fell off a ladder while working on his wooden house somewhere in a forest - and has been so slim ever since, almost no muscles, always letting his head hang down, and always having to eat with plastic forks and spoons because metal was too heavy.

Civilian service... I somehow miss it.

General - October 22nd 2008

I've read and corrected Nina's story today for four and a half hours.

(Time: 20:52)

Halfquake Sunrise - October 22nd 2008

Worked a bit on the push-dozens-of-boxes-with-eyes-through-hole level and stumbled upon a problem: When those pushables fall through the hole into the lower floor and they stack and then you take one from the bottom away... they stay in the air. For fuck's sake!

I just thought of a possible solution... make an invisible func_train that... takes them down and...

Maybe I'll just throw them down on the floor and make them fall into pieces...

(November 6th, 2012: *The eyes are actually from the boxes of the old sidescrolling Halfquake Sunrise. I remember somebody saying to me: "The cubes with eyes just aren't as cute as the Portal companion cube, sorry." The funny thing is: The cubes with eyes weren't even meant to be a reference to the companion cube, since I had made those eyes way before Portal even came out sometime in 2004. But it showed me once again that people compare Halfquake to Portal. I guess I should be flattered. And scared.*)

Diary - October 23rd 2008

Didn't do anything today. Because of that stupid physics game Fantastic Contraption... I got far too addicted, and now another pile of precious time is gone.

Bleh.

But it was fun!

Halfquake Sunrise - October 24th 2008

Very weird day today.

In fact, the whole week has been strange... I don't know. I feel different. I feel a bit... well, mostly just tired. And down. Somehow.

And I feel like I'm being awake. I'm seeing everything a bit clearer in such a state.

I was at the barber today after work, and everything was so embarrassing. The new girl who was taking my jacket, the other girl who was taking over and cutting my hair, the way she touched my head, stroked it to send the cut hair flying away; I felt weird all of a sudden... I remembered Nina's story, and thought of the girls body right next to me, saw her naked; and I was ... intimidated, I saw my reflection in the mirror and I looked so tired, and I knew they all must see it as well that I was tired...

Then, when she was done, I stood up and took my jacket and paying was so weird again... I wanted out of the shop as fast as possible...

And on the street everybody drove so strangely today... honking, passing, ... all so impatient...

I've spent three hours now working (for the first time since starting the new HQS) in the source code of halflife to figure out a way to actually inflict some sense of gravity upon the pushables. No luck though. I tried other things, like make a func_illusionary that inflicts damage. No luck either.

But at least I got a bit more comfortable with the code again. Was about time anyway.

It's 20:46 now... I could look into my HQS file and maybe start the next trap at least...

Or not...

Diary - October 24th 2008

Just remembered... at the barber today the girl shaving my head said: "Well, at least a little bit of hair is coming off." And I said: "I wouldn't have had any time until in two weeks," explaining why I visited the barber a bit too early (my hair wasn't long enough really). She said: "Oh, that would've been too late of course."

And later she held the small mirror behind my head so I could check it out. And she said: "Everything alright? It's just like usual, anyway, haha!" And I said: "Thank god." (Bad habit, I know.) And she said: "Sometimes, change can be good."

...

That stung. Saying that to me, preacher of those very words.

Bleh.

Just watched Alien Resurrection. Sigourney Weaver was awesome. The movie was fun. But not so much Alien.

Halfquake Sunrise - October 25th 2008

Back in Vienna.

In the train I wrote four dialogues for BJ and me to record this week (I guess). Feels good, so far.

Personal Halfquake - October 28th 2008

Remember the blackmailing experiment thingie? Well, now all emotions are paid for and I've quickly announced the next phase of the experiment: Chawlee's fate. People can vote what I should do with Chawlee.

I hope they're gonna kill him off, so that we can see what it will look like without Chawlee's Inn.

Halfquake Sunrise - November 01st 2008

Two days ago I visited BJ again to talk about HQS, all three hours. That was fun. We went through the accidents that will happen, and constructed the last dialogue. We're not done yet, and BJ said that he'll probably visit me next Friday.

Yesterday I continued mapping and realized that the room where you have to turn around as quickly as possible to press all buttons with "onsight" doesn't work. Somehow the faster you turn the less the trigger_onsights notice where you're looking. I'll have to rethink that trap a bit and probably just make the player go around and press all buttons as quickly as possible. Meh.

Also, most PHQ people voted to kill Chawlee. Now I have to come up with a solution quickly. Today I thought about a Food cell, in which you simply throw your CV and it gets fed intravenously. Or build a CV Restaurant, to where you can send your CV and let it feed itself until it's full.

Somehow I tend more to that food cell.

And I should implement that rather soon. People were already asking when I'm going to kill Chawlee.

That will be fun.

Time: 20:57

Personal Halfquake - November 02nd 2008

Killed Chawlee.

In a rather lengthy newspost.

Added a new poll. About the cake. Obviously ranting about Portal.

Don't have much time.

I'm back.

To say the least.

Took a taxi today because the tram was out of service because of a power cut. Three people asked me for money today. A woman with a child, a derelict, and somebody who wanted to buy a train ticket. I gave the first three euro, the second fifty something cents, the latter nothing.

Weird.

I've seen a lot of beautiful girls.

Nostalgia.

I'm happy. Where I am.

Fink makes me all teary-eyed.

General - November 03rd 2008

After uh, seven years I've updated the FM4 soundpark profile again... There were names mentioned like one of an old school friend for drums... Woah.

Anyway. Onto the next thing.

Taskless Sheep - November 03rd 2008

Sang the spider part again. I think it's crap.

Made drums for the whole Cycle of Life song.

I think it's crap! /o.o/

But anyway...

Should program a bit on that PHQ thingie ...

Taskless Sheep - November 04th 2008

Can't talk much, pretty tired...

Talked about the album cover, the release stuff (we're releasing four tracks, and 3 1/7 weeks later the whole album for free download), and Cycle of Life and booklet and yeah. Two and a half hours or so.

Personal Halfquake - November 04th 2008

Worked on the new bazaar today.

Afternoon I talked to an old friend, who's working at my company for one month now. He has matured quite a bit in the past eight years, and then again he still somehow stayed the same. Very cheerful guy. He's been working on his game Delta Strike. He knows quite a bit about programming, even Actionscript 3. I still have to learn that.

But there's still time.

I got a bit down after talking to him. Something about his euphoria crushed me a bit. He's going to be an A.I. programmer next month. Then game designer in the long run. Hm.

Thinking about the whole "Jack of all Trades" thing again. Should I specialize in something now or not? Damn it...

If only there were somebody who could answer that question...

Time: November 5th, 01:43

Personal Halfquake - November 05th 2008

Spent several hours on PHQ during work and after I've visited granny yesterday, probably eight hours in total or something.

My dad and I were the only ones visiting his mother. She's still deeply shaken by the death of her husband, you can see that. I ate so much Schnitzel that I almost exploded. I also was so tired that I probably came off as a bit, uh, ignorant. I hope not.

Anyway, my dad and I had to carry something out of the basement, some kind of cart my grandfather built. It's some kind of tool cart, on which you can place other tools to work with wood or something. He created it in November 1995; that's what was written on the bottom of the plate. While being in the basement, granny and dad walked around and looked at several stuff. And I was struck by the sight of tools my grandfather had carefully nailed to the pinboard. It wasn't really a pinboard, rather the whole wall was decorated with cork, and there were dozens of different tools hanging and lying around. But the hanging tools were placed there with such precision, and such care, it was simply stunning. I looked closer and I saw all the sawdust everywhere, like normally you would see everything covered in dust, here it was all sawdust. I'm still in awe. I remembered the book Pillars of the Earth, in which there was also a builder/carpenter called Tom Builder. My grandfather reminded me of him. And while looking at all the tools, the wood leaning against the walls, I tried to draw inspiration. And I tried to connect. There was so much creativity floating around, and I could somehow feel that his way of building stuff in reality is connected to the way I construct things. I've got it in my blood, so to speak. My father is carpenter too, so I'm definitely gifted in that way. From my other grandfather I got the musical, the poetical side. And since both grandfathers, and my father, had a lot of charm, I think that's influencing me a lot as well.

It's still a bit weird to get all this feeling after his death. But that's not absolutely true. I remember, the last time I sat next to him, I looked at his hands and thought of all the things he had built in his life.

I'm glad I took his hand one last time when he was in hospital. If only I could've done the same with my other grandfather. I still have the feeling that I could never really say goodbye to him. Hm.

But there's no need. Somehow, I'm him anyway. I'm the sum of all parts of my ancestors.

When looking at the family tree my mother's uncle is creating, seeing people from before 1900, it's just mind-blowing. All these people, sometimes struggling so hard to stay alive, working hours after hours, and now I'm sitting here on my ass, writing something into a web form of my self-made organizer.

It's weird.

But I'll try to do my ancestors justice. I will always try to give my everything.

And maybe even have children of my own.

But with who? I don't know if Auri will ever feel like having kids. Hm. And I can't leave her, just for that, can I?

Can I leave her at all?

Why should I?

I keep remembering the line of Speed Racer, when the father says: "However, my sons are the most important thing I've ever done in my life - besides marrying my best friend."

Marrying my best friend.

What does it mean? Is it an insult? Is it unromantic? What is Auri to me? Is she my best friend? I've never seen her as a friend, I've always seen her rather as a part of me. We simply are. Not just a friend. But maybe the word friend means not so much to me as it should. Maybe I'm misinterpreting it.

I need to work a bit now. Today I'm gonna be on a meeting, sleeping in a hotel, until tomorrow. This will be weird.

And somehow, I think it's exciting.

Time: November 6th, 10:02

Diary - November 07th 2008

That was weird.

At 3pm in the company we drove away. The long time uh, friend, with whom I went to school with, came alone as well. We picked his brother up at his home (cause he was still a bit sick) and then drove to the hotel, which took us about an hour to get there.

First shock: There were only rooms with a double-bed. Bleh. I joined another colleague's room. He's a kinda funny guy, with a tan, and a soft spot for skydiving. And the guy I made the Google Rank Manager for. Yeah. Anyway, we went into the seminar room and listened to an hour-long presentation of our boss. About the history of the company, sales, stats, you name it. Afterwards was something else, can't remember. Then at 18 o'clock - food! With open end. I sat next to the old school friend. The food was awesome. And somehow after four hours I warmed up a lot and we talked about movies, getting drunk, drugs, etcetera. Then most of the others were already in their rooms asleep (even my roommate) and somehow I began to tell about my life since 2003. Or 2002, since HQA. I retold the whole thing. And at around 2 o'clock I was finished. And he at least said that he thought that story was pretty cool, and that he saw a lot of wisdom. And that all the things I have learned - the hard way (pressure from people, manipulation of people, regaining self-awareness) - are exactly the same things he wanted to learn now himself.

That was kinda ... interesting. For a moment there I thought he actually saw something special in me. We continued talking a bit about game design and actionscript then it was so late we just had to leave the room (the waitress was getting a bit, y'know, impatient) (and she had asked me if I wanted more to drink at least every 15 minutes) (but she was kinda cute).

Anyway, I went up the stairs into room number eight. It was weird, very weird. My colleague was asleep already, and I saw his bare foot sticking out under the cover. I brushed my teeth, peed, and went to bed. Now, I'm very afraid of the dark, so I had concerns. When the light of my mobile went out, it got darker. But fortunately there was some kind of light outside which I could see through the curtains. There was also a creepy shadow on the curtains, but I was able to resist fear. Probably because I was tired. And I wasn't alone. I had to suppress another urge to fear spiders in this room, but I kept telling myself, that this room was being cleaned every fucking day, and that there simply couldn't be any spiders.

It helped and I got some sleep.

Until 8.

I woke up at 7:45 when my colleague stood up and went into the bathroom. I dozed a bit for another fifteen minutes, stood up, checked the wlan with my laptop (didn't work), and then went into the bathroom after he left for breakfast. I took a shower, brushed my teeth again, peed (yes I don't know why I mention that), and put on the clothes of yesterday... Which smelled of smoke and were kinda sweaty. Yuck.

I went down into the breakfast hall, and tried wlan again, this time it worked and I surfed the net a bit. Found out that the PHQ update was received rather well (the player driven economy).

Phew.

After that there was some workshop and then there was lunch (again - awesome!) and then we drove home. I was so full I thought I had to vomit.

My old friend told me a bit about his game Delta Strike and some ideas. I found them rather plain... and mediocre. I don't know.

Then I drove home.

What I find quite awkward is how he pronounces his English. It sounds absolutely American. But he isn't an American. It's hard to explain, but he seems so full of himself when talking like that. Another friend of mine talks exactly like that as well (he's got an Australian mother).

And when I told him about The Wire, he corrected my pronunciation of Wire. UUUUire, he kept saying. Argh.

I know my English pronunciation sucks. Badly. But what the fuck.

At least I made an impression on him with my talk about the struggle of HQS, Antaran's Journal, HQA Comics, PHQ, and Remains, and Phabetal and Turnament.

My boss once asked me about my community and my music. I hate it when people know more about me than I would like them to know...

Anyway. That was my first seminar. Fun actually. And free food. What can I say?

I'm tired, so I will probably go to bed soon.

Personal Halfquake - November 07th 2008

Worked on PHQ a bit, added a new category "Food" on the "Buy CV Items" page.

I need a new way for getting food. I had the idea to make some sort of recycler and make a new result for EVERY item. That's 300 items or something.

Today I had the idea to make it recipe-like, like you need two or three items to get one food item.

But melting armor and gloves and some artifact together to get a hamburger... I don't know.

And just an hour ago I had the idea to let the CV walk around at the top, text-adventure style.

You select: "Send CV Hunting" or something

And then all CV activities are disabled. And you can send your CV commands. Like, walk east, north, west, south, look around, etc.

Wait I think I just had a better idea.

Jaymee Ow Lee-Wa's Kitchen!
Or something.

And you have several recipes, that even maybe have to be discovered somehow. And you have to throw in all sorts of CV items AND creatures AND resources! And then you maybe get five Real Funny Soup items or something.

Okay, that needs more thought, but I think that's a good start.

Personal Halfquake - November 11th 2008

The last two days I've spent several hours on the new Jaymeeow Li-Wa's Restaurant for PHQ.

Not much else to say, really.

My mum and I probably have to pay back the child support money.

But other than that, I'm happy!

Or something like that.

Time: 21:36, November 11th

Gonna add twelve hours.

Personal Halfquake - November 12th 2008

Jaymeeow Li-Wa's fine restaurant is finished...

I need a break.

Taskless Sheep - November 16th 2008

I'm back at Schallerbach again.

This week I've mostly played Resident Evil 4 and watched 3rd Rock From The Sun (oh and, of course I've also spent dozens of hours on PHQ).

I improved the drums of Afraid of Fear a bit, and added a two-second pause after Shadows of the Night's end.

And I tried adding violin to Afraid of Fear, another layer at the end, but failed doing so.

This week, I'll probably draw a lot for Taskless Sheep's booklet. Nameless said that he stops being the mixer of Cycle of Life, which will probably end up in my hands. And I will probably not get anywhere either. So we'll be at 19 songs. Not bad!

The book for which I have written Mirnda's Inn should arrive this week. Or the next. Can't wait to see it printed.

Time: November 17th, 0:54

Taskless Sheep - November 17th 2008

Added various background voice work to Cycle of Life. Being the mixer now, it sort of blossoms on its own! Tried to record bass, but I was short on one cable, so I improvised and connected two old cables, but the results were rather ugly to the ears. I'll probably buy a new cable tomorrow after work at Media Markt.

Pretty tired.

At work I have to make some documentary of a really old and huge chunk of code... Bleh. I also signed up to holding a Javascript workshop. Sometime in the future.

Christmas will be funny this year. Auri's brother wants to bring his mother to Vienna. So maybe this year I won't spend Christmas in Lienz... And Auri's mother will stay in our apartment for a week or so.

And of course he has a reason for all this... He and his girlfriend will be away on New Year's Eve... And we have to feed the cats! 😊

I miss something every New Year's Eve. I'm with my girl. But I'm never having fun. I'm always close to crying. I want to have laughing faces around me. But all I'm seeing is Auri and Auri's mother, both being depressed, tired, or grumpy, or half asleep.

Don't get me wrong, I don't want to get wasted. But I want to play games. I want to have fun. I want to laugh.

If I'm in Vienna this year, I'll probably just sit around playing a single player game. Auri next to me. Both sitting there. Maybe hugging and kissing when the time hits 0:00. Then return to gaming.

Then Auri will protect Yuki and Yaki because of the fireworks. And all will be grumpy again.

Meh.

BUT!

The show must go on.

Canadian Book Project - November 18th 2008

The books have arrived!

Apart from having misspelled the title of my story in the index of all stories (and saying it would be allemande, when in fact it's actually en anglais!), it's a really wonderful book. Having looked through it now in its entirety, I'm very impressed what the people have come up with. And it feels awesome to be a part of it.

Sadly, I can't read anything of the other stories (except Franz's and Astrid's - both of which I have proof-read anyway) because they're in French.

I'm thinking of releasing Mirnda's Inn on the farm now... I'll sleep over it.

Halfquake Sunrise - November 19th 2008

Fixed the button rotate around thing to activate all buttons room. I just increased the reset time of all buttons!

And I started with the room below.

Which will be a transition room.

I figured, I need to make a new level to keep it fresh for myself. That's what I'll do!

Taskless Sheep - November 19th 2008

Well, I've decided to drop Cycle of Life - which means... WE'RE DONE! Apart from minor equalizing changes, we're done with the songs.

It truly feels great now. And it will feel even better tomorrow when I realize that... it's fucking done.

All that's left to do is draw six pages for the booklet and inlay.

Not so bad!

Canadian Book Project - November 20th 2008

I've released Mirnda's Inn on the farm now. I've found two minor stylistic errors in the first two paragraphs, but what the heck.

There it is. It's done.

Moving on.

Articles - November 20th 2008

I've composed a few questions today and an email... for the author of the webcomic called xkcd. I don't know why exactly, but I think the idea started growing yesterday night that I should try to get an interview with that guy.

He's also born in 1984.

I'm a bit jealous because his comic is so simple, and his jokes are so brilliant. But I told myself to get a hold of myself and suck down my pride and for once just admit that he's a genius. A little.

Fuck it.

ANYWAY!

I want that interview. Badly. So I can show it to all of my coworkers and say, ha, I interviewed the guy who makes the comic you guys love. YES!

Let's see if I can even get a response. The guy has like 60 million visits per month.

So, yeah.

Halfquake Sunrise - November 20th 2008

I've stumbled across a website which features various playthroughs of various games - including [Halfquake Amen](#)! Unfortunately only the training map and the first map (Pestilence). But still, it's lots of fun listening to the player's comments.

Like, stop laughing at me, you bastards! (Intentionally overreacting, of course.)

And I've visited a website from a 22 years old guy who creates dozens of mini games, and people have compared Halfquake Amen to some of this guy's creation. And since I've sent an interview request to the xkcd guy today, I might as well interview that games guy.

Who knows, he may have even played Halfquake Amen. And that would make asking him for an interview rather easy. Probably.

At least Half-Life is mentioned in his favourite games. That's a small shimmer of hope!

Plus, I think I've never interviewed a game designer before. This will be fun.

I'm feeling sick. I've eaten Schinkenfleckerl for the second time in a row today, and I'm really ... literally... fed up with it. Blahrgh. Also, I haven't eaten anything healthy in three days now. I think I might be addicted to healthy food. I want apples so badly right now. I want vitamins. I want salad... Bananas... Yogurt...

I'll be in Vienna the next two weeks. I'll probably won't get to work on my projects... But, at least I planned to draw pictures for the Meadow Mayhem booklet.

But I'm sure I'll make absolutely nothing... It's just impossible.

Tomorrow, I simply HAVE to finish the fifth map and continue with the sixth, maybe even make a complete trap. It shouldn't take that long in the first place. Maybe two hours. I can do that! YOU HEAR ME, PHILIPP OF TOMORROW? Fuck motivation, just do it!

Tomorrow!

After you've dropped your ton of change at the bank.

Two people have added comments to the farm news post about Mirnda's Inn, both very positive. I'm relieved!

Though they only said it was awesome that the story was available. No comments on the story itself.

I'm relieved, again!

Damn, I need vitamins...

I'll fly to bed now.

Taskless Sheep - November 21st 2008

I've equalized, I think, all of the songs that I am mixer of. And I tried to make them all, well, equal! Based on Battle Against My Thoughts.

I don't know if I succeeded.

We'll see.

Now I'm feeling ... sick. I don't know if it's still the food from yesterday, or maybe even some sort of virus, or just lack of sleep and everything else combined.

I want to release a complete HQA zip, I've already worked on it at work... But I should've probably put that in a different entry... Whatever.

Anyway, I think I... I'll just do that and try not to vomit.

Halfquake Sunrise - November 21st 2008

Well, it doesn't really belong to HQS, but I've just made the Ultimate Pack for Halfquake Amen. It contains Steam support and The Present addon.

I should've done this much sooner...

I'm feeling really dizzy, and a bit sick... I should go to bed.

Time: 23:40

Halfquake Sunrise - November 22nd 2008

While on the train I came up with another bunch of new trap ideas (six or seven I think). These feel very fresh now. I'm excited to implement these.

I'm always looking for ideas that are impressive and easy to implement. Because I know how my mind works: If something takes too much effort to implement versus the effect it will have... well, then I have motivation problems.

And yesterday I forgot to write about my visit to the rehabilitation facility where I've spent my civil service days. It was actually quite fun. I met Günther, Bettina, Irene, Bojana and even Ruth again. Ruth has been the one who has called me on my last day (or one of my last ones) and told me that working with me was very nice and that I've actually made the other civil service guys nicer to work with. That was very touching. I actually thanked her again for the phone call and she remembered.

It was quite surprising and heartwarming that everyone of them remembered me.

I was there for about an hour, and Bettina said I should visit again someday.

I left a big package of Amicelli.

The receptionist also remembered me. After two years! I also gave her one Amicelli on my way out.

Heartwarming. That's what it was.

Those are good people.

Time: 0:33 (November 23rd)

Halfquake Sunrise - November 23rd 2008

Made the transition to the sixth map.

I really need a plan of traps order... Then again, mostly some traps fit better after another than others.

Hm.

I've taken a look at Cactus' games (there have been a few people pointing out that two of his games are rather similar to HQA) and I can see where the similarity comes from. I actually got a bit of inspiration out of them. But I couldn't play them for long...



(November 6th, 2012: A screenshot of Cactus's game [Mondo Agency](#).)

Anyway.

Back to 3rd Rock From The Sun, season 4.

Taskless Sheep - November 24th 2008

Fixed a very minor thing in the piano line of Thought Machine, and re-adjusted Taking The Order, Whenever You Dream, and Shadows of the Night.

BLABLABLABLABLA! 🕒

I wanna be a hippie and I want to get stoned nooooow
BA BAAAAAAA babababa.

Now I have to do some serious work.

YAY.

Halfquake Sunrise - November 25th 2008

Yesterday midnight I started with a new trap, for which I had the idea on the train on Saturday. I'm not very satisfied with it at all, but I think I'll get somewhere. I haven't paid any attention to textures, so maybe that's why it feels so ugly to me.

I also need to replace all textures which I've taken from the mod Poke646. I read you can use them, but you can't modify 'em. And since I hate using other's people's works in the first place, replacing them will be my absolute pleasure.

I have enough photos anyway.

We have to pay back the child support, that's 4,000 €. I will be paying 2,000 of those. Well, can't say I'm not a bit disappointed. But meh. I always had that feeling that it will not be mine forever.

Playing Poke646: Vendetta now, the sequel to Poke646. It's very, VERY good so far, very detailed environments.

To beat that, I will need even more details. More textures. Better soundtrack.

But on the other hand, I'm not in direct competition.

Halfquake is something else entirely.

Time: 12:17, November 25th

Halfquake Sunrise - November 25th 2008

Continued with the room I made around midnight, and I pimped it up a bit and now I actually really like that room.

Also finished playing Poke646 Vendetta. Quite short, but the textures and architecture were amazing. Apparently they've stopped working on it in 2002, continued working on it in 2005 just as a gift for the fans, and released it in 2006.

So I guess that wasn't the originally intended length.

Can't wait to see the final HQS...

//Edit: I don't know if I've written about this: The photos I took at Stephansplatz got lost somehow a week after I had taken them or so... Maybe I didn't even shoot them... o_O Anyway...

Halfquake Sunrise - November 29th 2008

Finished the rotating thingie room and had an idea how to proceed to the next room (an idea I had yesterday), which is basically jumping around while actually the whole field of platforms moves instead of you. I found a very efficient solution (which uses only four path_corners that move with the train using those path_corners), fortunately, so it wasn't that big of a trigger-deal.

Bla.

Anyway, I'm feeling sick now, maybe it's because I've mapped for five hours straight. I'm gonna do something else now.

Taskless Sheep - November 29th 2008

Got a message from Task at around 10 pm, saying he and Less got to a bit of a problem. I went online in Skype and got informed that the two fonts that we chose as our booklet fonts hold a copyright that forbids commercial use. Bleh.

We decided to just use the fonts during development, and if we still like them I'll send both creators and email and ask for permission.

We also decided to finish the booklet artworks until January 1st. Less wanted the whole album stuff finished before December 24th, but unfortunately that's kinda impossible if we want a high quality product.

So yeah.

I've got to draw six pages now until January 1st 2009:

- Afraid of Fear
- Three Kings / Shadows of the Night
- The Curse
- This / Destiny / Whenever You Dream
- Stranger
- Inlay

Shouldn't be too hard. I'll just do some random doodling inspired by the lyrics / music.

Yep.

Time now: Midnight!

Personal Halfquake - November 30th 2008

There's a shortage of Chosen Victim items and I think I got the solution.

You start out by selecting "Explore Surface" in the submenu. If your Chosen Victim already is on the surface, there's a link to the Control Room in the C.H.A.T. If not, there's a button "Send CV Out" or something, and then you automatically get taken to the chat.

In the Control Room of the chat you see a new list of commands below the chat:

```
/cv look  
/cv examine <object>  
/cv dig  
/cv go N (or NE/NW)  
/cv go E  
/cv go W  
/cv go S (or SE/SW)  
/cv go <direction> <number_of_fields> (example /cv go NE 5)  
/cv return
```

There's a big map to explore, with various objects lying around to examine. And naturally, you can dig for items. A few limitations would be necessary.

- Everytime the CV goes in one direction, it loses 2 health points
- Everytime the CV digs up an item, it loses 5 health points
- You can only send your CV out once a day, and while the CV is outside, all functions are disabled (Fight Creatures, Status overview, daily catching/killing, etc.)

The items you dig up depend on the field. Maybe I could add a level limit of items that can be dug up in each field row in the database, so that fields closer to the entrance are lower level than items farther away.

There could be objects, that, when examined, give one kind of item.

Well, so far so good.

I guess.

All I need now is to come up with a map. Say, 50x50.

Halfquake Sunrise - November 30th 2008

I've replaced all Poke646 textures with self-made ones, using photos my mother shot in Prague. I also added a few completely new ones, which will be used in the upcoming traps...

I'm feeling strangely sick at the moment, so I'll keep this short.

Time: 21:31

One last thing, I've sold three coats and one jacket on ebay, for a total of 28 euro... Minus ebay fees...

IAD - December 01st 2008

Finally convinced Steltie to move on with IAD, so we came up with the dialog(ue) system and Steltie started implementing it.

Time: 20:50

Halfquake Sunrise - December 03rd 2008

Started with the next room, just to see if my idea of a 180° rotating room works.

And it does! Woo!

Now I'm off to play more Left 4 Dead. With auri!

Halfquake Sunrise - December 04th 2008

Visited BJ and discussed HQS in greater detail. Got a plan for dialogues for Nina and Kenti now.

Time: 1:11 (that's why I'm keeping this short)

Personal Halfquake - December 05th 2008

I started with the Chosen Victim walk-around-on-surface thingie. So far, it's still fun to do. I think most of the programming is done, all that's left to do is add a few objects the players can examine.

Personal Halfquake - December 06th 2008

Continued ... how I hate that word, anyway, I continued working on the CV Surface feature. I made a little handy tool for myself to add objects more easily, including a map overview. I still have around 500-1000 objects to add, so this will be a bit... interesting!

I also forgot to do some documentation work for the company... which I need in the meeting on Tuesday. So I'll have to do that tomorrow... 😬

Crap.

Anyway. Off to bed.

Personal Halfquake - December 07th 2008

Added a few objects. Thirty, I think. Including a little storyline about a lost Chosen Victim, writing notes.

Halfquake Sunrise - December 08th 2008

Spent two hours in the train working on new traps for HQS.

In front of me there was this woman, with long pink hair. I was eager to know why she was sitting in first class. She had to be somewhat... different. I'm in first class usually to avoid people. Shortly before arriving in Wels, she unpacked her macbook, and in the window next to her I saw the reflection of the screen. She started working on photos in Photoshop, photos of a band live on stage. I wished to just ask her if she was an artist, a singer, something creative. At least she made that impression. Somehow.

Well, 10 pm now. Should continue adding objects, or work on HQS - or even draw something for TLS!

Nah.

Probably just some objects.

Halfquake Sunrise - December 09th 2008

Pimped the rotating hallway a bit and added a minor threat according to an idea I had on the train yesterday.

Probably because of the threat (moving doors) I got stuck twice now... Meh. Maybe I should add a "damage on block" somewhere...

Tomorrow I'll try to draw/paint something for the Meadow Mayhem booklet... I'll use some water colors, paint a background, let it dry, and then draw something over it with my black pen. I think that could turn out alright.

But today I'm just too tired.

Taskless Sheep - December 10th 2008

It's (almost) decided: Sangel will do the whole booklet for us.

The first thing I did today... (after seeing Johanna for the last time in the company today - she quit - she was a nice colleague, I'll miss her) ... after coming home, was eat food.

Anyway, at home I somehow thought about buying mobile internet, but then I looked for other solutions, like an USB router or something like that. Well, I found out that you can sorta hack the Nintendo USB Adapter (which is used to connect DS and Wii to your PC's internet) so you can share your internet access over wlan. I'll try that on Saturday. And I set up Windows XP in VMWare for that today.

Then I changed an optical thing in the last map of HQS - when Task talked to me in Skype. Long story short, we were both kinda standing in the nowhere with the booklet stuff for Meadow Mayhem, so I suggested talking to Sangel - which I did - and he threw up two sketches in like 1 1/2 hours for Face God and the cover. I know of his quality stuff, and the sketches were just that - sketches - but I know what he's capable of and I pitched that idea over to Task and later Less. Who both agreed after a mere minute. Less and I agreed that we both had to overcome our pride - and just let it do somebody else. Somebody who paints and draws every day.

We decided to sleep over it - and decide tomorrow that we don't have enough time anyway and that Sangel's stuff looks better anyhow and take his offer.

I said I'll pay him 100 bucks and send him five CDs when it's done.

Looking back, I see Moosy and his Halfquake Amen comic tribute... both of which were canceled by Sangel. I hope he has enough strength to pull this through. A 16 page booklet, plus label, inlay, and everything - 20 drawings altogether.

I hope the 100 euro will be enough to push his boundaries. He said he doesn't care about money, cause he considers me a friend! But those 20 pages will probably cost him... like, 100 hours. So yeah... 100 euro is nothing, but all I can spare. At the moment.

Anyway. I gotta go to bed now.

Taking a deep breath.

Actually realizing that I don't have to do anything for the booklet anymore is kind of relieving. Haaahhhh. Yep.

That must have been the correct decision.

Hopefully.

Taskless Sheep - December 11th 2008

Wrote an email to the guy who draws the xkcd comic - again - to get an interview. I tried a different approach this time - a business proposal. Let's see if he now responds.

If not, I'll play another card. I won't give up.

I also wrote an email to Sangel sending him all the information he needs to get the artwork done. That's quite a lot, I hope he doesn't just throw it back and quits the job.

Anyway, at work we moved into a new building today. It was quite tiresome - even though Franz, Mike and I tried to stay away from too much work as good as possible. The new building is super awesome. It's huge. And I actually have my own room now! It's a bit small, but that makes it even better! I'm

actually sad that I won't be in the office the next week, then only two days - before I go on vacation over Christmas

But then - I'll fully exploit my new room! And maybe even hang some posters on the walls... Or something.

A colleague next to me actually put his stereo into his own room, turning up Nine Inch Nails...

It really feels like I'm living there now. Weird.

Halfquake Sunrise - December 12th 2008

Added two new traps, the two-tower one, and another one where you have to stay inside a field that moves around. (The latter of which is not completely done yet.)

So far, so good!

Tomorrow - if I go to Vienna by train - I'll try to get even more trap ideas. Wolfgang offered to drive me to Vienna, but he isn't sure yet if he's driving to Niederkreuzstätten at all.

Well, would save me some money!

Been to the barber again today - went a lot better than last time. I wasn't THAT nervous as last time. Probably also because the woman who did my hair wasn't exactly as... you know. HOT!

There, I said it.

Personal Halfquake - December 13th 2008

Added 39 new objects to the surface... I'm now at 100. That's 7.9% of the whole area...

Personal Halfquake - December 15th 2008

Invested some time to create objects yesterday and today. Also wrote the new chapter for PHQ today. I'm trying to get 200 items, maybe more. While walking through the map I noticed it's just not enough right now...

Sangel wrote us a list of his favourite songs of Meadow Mayhem. Pretty interesting, with Destiny on the top spot, followed by Stranger, In His Name, Craving, Perfect Confession, The Causation and Tattered Existence. He says it'll take another one or two weeks to get the sketches, three months until everything will be done, hopefully.

Personal Halfquake - December 16th 2008

Added comments to Chosen Victim items in the bazaar (I hope people will start adding notes of what certain key items can do) and another 40 or so new objects to the surface (got 150 now).

Personal Halfquake - December 17th 2008

Read through all objects again, and fixed the trading feature (now the fee for sending victims and money is ADDED instead of subtracted).

I'm at 151 objects now... I think I should just release it.

Personal Halfquake - December 18th 2008

Found a neat way to explain most of the weird objects lying around (two crashed planes, shot down by a multi millionaire!) and added another few random objects, and then just released everything. So far, all opinions have been very positive. I must say, this feels like the right track!

Now I'll wait another three or four weeks for the next update, which will involve something to get victims, maybe a class merger. Or a collective attack against somebody who has cursed our Chosen Victims in the past (using the C.H.A.T. as combat log or something).

Yep, this will be fun!

FFXI released a new system today, the moblin monger maze or something like that. Systems like that always inspire me, they're so full of passion.

Which reminds me - I'm gonna play some more right now.

After this PHQ update I feel free again to continue working on HQS. I gotta redo the last room I created (change the style a bit) and add traps like usual.

I also should talk to Nina and Kenti. Meh. Probably not anymore this year.

2009 will be a very interesting year.

Halfquake Sunrise - December 21st 2008

For the first time I worked on my laptop on the train to Schallerbach. I felt a bit dizzy, which is weird because... reading books is no problem at all... Meh.

I've made the flash for the security camera idea for HQS. At home I refined it a bit and now it looks pretty good, I think, just like a really old movie. Now all I have to do is make 5 or 6 security camera movies, add some kind of preloader and make a new website for the whole thing.

Tomorrow evening I'll be visiting grandma (Lehner Oma), and on Tuesday I'll visit the other grandma - afterwards I'll be driving to Vienna. If there's no ice on the streets.

I doubt I'll be able to work on HQS in the next two weeks. I should though. Just a few days ago I got another email, telling me that HQ2 rocks and if HQS was still in development. If I can't make it until July... Then I will make it by the end of 2009. No worries. No stress.

No pressure...

Time: 23:13

Halfquake Sunrise - December 26th 2008

Yesterday I recorded and re-recorded a few more scenes for the security camera thing that I want to put up on the website of HQS, and improved the flash viewer a bit.

Now I just need to implement it into the website somehow.

I'm sitting on the couch with my laptop on my lap (actually it's standing on some sort of little table with four legs - which is normally used to bring breakfast to bed). It's quite a nice experience, although my back hurts more and more every day.

The fourth version of the Halflife mod Sven Coop got released yesterday after five years of development. Reactions are huge. I guess I shouldn't have any doubts after all that Halfquake Sunrise will be played.

But the next problem is... I should probably make a Sven-Coop version of HQS and HQA before HQS is out. We'll see how that develops.

I'll try to make the website thingie now and quietly put it on the HQS page for others to find.

Time: 14:47

Edit: Okay, I put this thing online now. I just removed the Dying For The Greater Good text and replaced it with the camera flash. I didn't do any navigation, instead the user is forced to click through. I hope everybody gets this.

Let's see if anybody even finds this before New Year's Eve. I'm not sure if I should write a news entry on the farm about it... Probably better if I don't.

Time: 20:00

Personal Halfquake - December 26th 2008

Fixed a few things Steltie told me about, and also added a new poll about what people got for Christmas.

What I forgot to mention: Nameless started with the second album of Taskless Sheep. I'm not ready yet, though I've been playing around with that thought as well. I just need three or four months for the HQS soundtrack and I can't make any other music meanwhile or else I'm afraid I'd lose track and my motivation and inspiration and it would make the soundtrack sound... cluttered.

Well, but on the other hand I don't want to kill their motivation. So, I'll just play along for the next few months.

Damn, I need to do more for HQS... I could work here in Lienz, and I will try tomorrow.

Oh yeah, I wrote another email to the xkcd.com guy about the interview. Still no reply. I wonder if he even reads those. Well, I won't give up. All questions are up and ready anyway.

Halfquake Sunrise - December 27th 2008

Redid the last trap. Not finished yet, but it looks a lot better than before already. I'm using an old ball-mouse on the tablet here, and it almost gives me cramps. I gotta sit at the table if I want to continue... But the chairs at the table are so hard for my back...

Well. Maybe I'll know a better solution tomorrow.

Right now I'm getting a bit of inspiration for the next PHQ version. I could implement the system that I had in mind some time in the past. Basically you need to buy slaves and place them wherever you want them. Up until now, you hear about your slaves only via some text messages, but you never really handled your slave population directly.

Also, I need to make some kind of sitemap, and get rid of all the individual script files make just make it all AJAX based. Haaaahahaha, that sounds like a real plethora of work. But it will be fun. After HQS.

We ordered a PS3 today. On amazon.co.uk we found out that the prices were WAY cheaper than on amazon.at. So, we saved like 100-200 euro just by ordering in England. We even got another free game (a racing game) on top of the already free LittleBigPlanet!

And in fact, despite the hate I felt towards the PS3 in the past, I'm very excited right now. I can't complain about 400 € for four games, one blu ray movie (Sleeping Beauty), and one additional controller. Since Auri and I share the costs, it's down to 200. Nice.

On amazon.at the PS3 alone (with LittleBigPlanet) costs 400 €...

Anyway, I'll watch a movie now, I guess.

Halfquake Sunrise - December 28th 2008

Continued working on the last map for a bit yesterday night after watching Wayne's World (the first part). I still loved it, even more than in the past (now that it was in English).

Time: 14:17

It's getting really stressful around here... I wish I were in Vienna...

Halfquake Sunrise - December 29th 2008

Spent another hour working on the latest trap and looking at my ideas in the HQS file. There are maybe ten ideas that are quite grand, and another ten smaller "transitional" ones.

I wish I had worked more. But I watched Wayne's World 2 and three episodes of Black Books. Both were fun, Black Books had me laughing tears. Actually I just ordered the Black Books DVD box set. It's definitely worth the 13 Euros.

What else is new... Hm. Oh, yes, we bought a carpet today. For 230 Euros. That's our first self-purchased carpet. It's for the living room. I also bought two pin boards for the office. Can't wait to put some random stuff on there. I also wanted to buy a hallstand, or whatever it's called, for the office. I think they look pretty cool, a bit old fashioned. But I'm afraid somebody would steal it from me - thinking it belongs to the company.

I hope I can do more for HQS tomorrow.

Oh yes, I bought another ad on Sinfest for PHQ. So far it brought me around 500 visits and approximately 20 new users.

And still no response from the xkcd guy. I might send another e-mail from my Gmail account tomorrow (in case my GMX address is already on the spam list). I tried to find his mail address, but ... well okay, I didn't really try.

Somehow the more I get to know about this guy - online anyway - the more he disgusts me. I don't know.

I still want that interview though... There must be a way.

Time: December 30th, 1:06am.

Halfquake Sunrise - December 31st 2008

Further improved the last two rooms. Probably won't get much else done. I'll be adding a screenshot with a large hand-drawn "2009" to the farm news site now and then I'll watch X-Files with Auri. Don't know if I can work afterwards.

Time: 19:40

//Edit: Posted the screenshot with a hand-drawn evil smiley and "2009" below it. Looks quite alright, if I may say so myself!

Or not.

Now... X-Files!

Time: 20:40

Halfquake Sunrise - January 07th 2009

Sometimes I get this eerie feeling that I'm going to die. No matter what I do - one day I will experience what death feels like. I continue to live my daily life and complain about the smallest things and act like this is how it's going to be forever. But it's not going to last. One day, I'm going to die.

My great-grandmother had a stroke and will be transferred into a foster home, probably. She doesn't remember anyone anymore - that's what I was told by my mother - and she can't move much either.

It's terrifying.

Now that I'm back from Christmas and New Year's Eve, I get that feeling that I must get back on track and deliver. Just now I got a comment on my YouTube profile from a guy who says: "This guy is awesome." And he continues to praise my short stories, games and music. And I already got nine comments for the farm news entry I did, which shows the screenshot of the most recent HQS room with an evil smiley and 2009 below it.

I'm half way to 25 right now. Normally you would think that there are still maybe 40 to 50 years ahead. But with the global state of the economy and now Russia sealing up gas pipelines to Ukraine, resulting in shortages in the whole EU... I don't know if I'm gonna last that long.

Reading that again sounds quite ridiculous. But in some areas on this planet people are very trigger happy due to their circumstances. And there are nuclear bombs at their disposal soon.

I should get VERY far with HQS until May 1st. I don't know why it's so hard to keep the schedule of at least one hour a day, but I shall try again. I've played games on our new PS3 and Prince of Persia on the PC the last few days... And I really welcome all the inspiration, but now it's time that I get things done.

Let's break it down again. Two more traps and I can enter the seventh map. I'm at approximately 40 rooms/traps right now and I think I can pump out another twenty, that's another three or four maps. One trap takes about an hour or two, basically. The rest is visual stuff. Let's say another forty hours and all traps are done. Interestingly, if I can keep my old Halfquake Amen schedule of four hours a day - I could pump this out in less than fourteen days! Realistically though, I can't work on weekends...

At least... That's what I keep telling myself.

Maybe I should just forget about all the excuses and work.

Two weeks for another twenty traps. Next week I'll visit Nina (and maybe even Kenti) for some dialogue testing. I definitely won't be able to work four hours a day on HQS when I'm in Vienna, there's just too much distraction. Although I could try to work on forenoon and work for the company in the afternoon.

I could have the groundwork of the traps done in three weeks, and then start adding details and the accidents and the random maps between the normal maps (of the other institutes). So, basically, I could be very, VERY far with the OVERALL mapping by the end of February. The recording of the dialogues could start in February as well. I'll wait with the soundtrack until March, I think. Oh yes, sounds! I think they go along nicely with the dialogue recording.

Sounds very chaotic all in all. But, until June I could have an almost complete Halfquake Sunrise, if everything goes as planned.

Nevertheless, it can't be released later than 2009. A very nice release date would be September 1st 2009, exactly seven years after Halfquake Amen.

Seven years ...

That is it for now, I think. I've got to try and get some sleep right now.

See you later.

Articles - January 08th 2009

Spent several hours working on an interview with the creator of The Trap yesterday and today, so I'm gonna add, uh, ten hours. Yup.

It was weird interviewing another mapper. Felt like I was interviewing myself, in a way.

There were a few problems too because Reaktor has a few problems with English unfortunately. But meh. I didn't even expect him to accept, but here it is. Another interview!

Now, how to get the XKCD guy to accept?

Halfquake Sunrise - January 09th 2009

Finally continued working on HQS. Added the next trap which features an elevator and two things coming closer to the player and these things can be stopped by looking at them and you have to time it correctly so you can reach the top safely.

There's a stupid festering thing above the right corner of my mouth again... It doesn't really hurt, but it's as big as a thumbnail and it looks ugly. Well, and it itches a bit. And when I accidentally touch it I gotta wash my hands again.

I guess I need to sleep more. Or I was a bit ill and this is the result of it. I don't know.

Sent another e-mail to the XKCD guy and even bought a printed and signed comic strip to get his attention. But I guess it won't help.

Watched Alien yesterday. It's definitely one of my favourite movies now and I shall remember it for a very long time. It's very inspiring too. I just love all of the alien films.

Probably mainly because of Giger's designs. And the overall atmosphere, and Sigourney Weaver.

My interview got immensely positive reviews, unexpectedly! It feels great and I'm motivated to do some more interviewing.

If only Randall would let me... Grrr.

Time: January 10th, 0:23

Halfquake Sunrise - January 10th 2009

Improved the last trap and finally implemented the level change to map number 7! Hurray! Also spent about thirty minutes in the train to write down ideas and look at the other ones.

Time: 20:00

Wrote an e-mail to Squidi about the game Scribblenauts, in which you can write a word and the object will appear before you to aid in your puzzle solving. Squidi asked on his blog, "Why can't I have ideas like that?"

And I thought about this for the last few weeks (read it a month ago) and came to the conclusion that the idea is just too simple for our brains.

Who knows if he'll write back.

Halfquake Sunrise - January 11th 2009

Refined the last trap a bit (the one where you have to aim to fall into water when jumping down).

//Edit: Added another three textures. (I'll add two hours, time now: 00:29, January 12th) I needed new textures to play around with. I noticed that I was getting bored of the current set. Well, not really bored, but I don't like using the same textures for every room in the same way. When I can't find fresh combinations anymore, I need new textures.

I think I'm gonna play Uncharted now for an hour or so. It's late again...

General - January 12th 2009

I finally finished something that I had in mind for a few months now. Basically I wanted to get an overall impression of a google image result of one word, for example war, love, or whatever. Just to see the overall color, or ... I don't know, I just find it interesting. Anyway, I programmed a little perl script (started with it last Friday) and today I entered a few words and as the last word I entered "google" and I threw it all together in one big wallpaper.

I expect confused comments, to be honest. Ranging from "huh" to "what the fuck" or "work on sunrise".

We'll see, I guess!

Halfquake Sunrise - January 14th 2009

Visited Nina and talked about her character in HQS... I showed her everything I've mapped so far, and ... well, it felt strange. But nothing's finished yet, and I've got a lot of work ahead of me which will have to be spent on improving the first bunch of traps.

And I really hope Nina's voice will hit the nail. She is very eager to help though, and she enjoys the idea and gets it. I can start crunching out a few lines for her now that I've got that set up.

Podcast17.com sent me an invitation to their podcast yesterday.

More on that tomorrow.

Halfquake Sunrise - January 15th 2009

As I said, I was invited for the podcast17 show thingie. I don't really care about podcasts. It's basically just a bunch of people talking for an hour. But I'm gonna participate (it'll be recorded on February 8th) just for practice and well, publicity. I just hope it won't turn out THAT embarrassing...

I need to step back a bit again from all this publicity crap. It's clouding my mind and I'm starting to feel weird about HQS again. One step back and it will be fine. I just have to feel like this is my own project again.

Probably won't be doing anything for the game I guess. We got Folklore yesterday which Auri will be playing today.

General - January 16th 2009

Made a picture based on the Mac commercials. "Hello, I'm a Mac." - "Hello, I'm a PC." - "AND I'M A DRAGON!"

So far, the responders are laughing!

A job well done.

HahahaHAHAHahahaha...

Now back to Folklore.

(Time: 16:51)

Halfquake Sunrise - January 18th 2009

Back in Schallerbach!

Noted down a few dialogue ideas for Nina's part while on the train. And uh... well, looked through all the other ideas again. There's a lot to do. I keep on saying that.

Also got another idea for a medieval short story about a hero who's one day charging into battle - and realizes he forgot his sword! Njahahaha.

And more ideas about PHQ and how it would look like, sort of operating system style. With windows and such. And icons on your desktop, and customizable themes.

And thinking about Walter's Deal again, if it's even worth writing. Alas... If I just had more time.

Well, I do have time. But I keep wasting it.

Just today I watched a new episode of Supernatural, another one of Battlestar Galactica (god damn it, this is dramatic like hell!), then I watched the movie Igor, and just a few minutes ago finished watching Panic Room (been waiting a long time to watch this one - and I liked it a lot for the camera work and the suspension, atmosphere and the actors).

I should be able to make four traps this week. At least. I really have to get my act together!

On Wednesday I got to hold a lecture/workshop about Javascript. I think it will be fun. I'm sure though that I won't be able to work on HQS on Tuesday... BECAUSE I WILL BE FREAKING NERVOUS!

breathes slowly

And next Sunday I'm part of a podcast. My English sucks. But I can't say no now. I have to attend.

I hope Nina's voice acting is going to be alright. When writing the dialogue ideas today, I tried to imagine her voice saying the lines. I hope she can pull it off. Hm.

I also should start writing on my next short story for the canadian book project. The one with the guy on the train.

Yep.

I should quit my job and ...

Well, it's not so easy!

Right?

...

(Time: January 19th, 1:02)

301 - January 19th 2009

I've decided to start a new project, it's called 301! Basically I'll try to come up with 301 different game ideas. I've gotten 15 today, so that's 286 to go!

Squidi has this project of 300 game mechanics, and today I felt like challenging him. He's up to #97 right now. Frankly, those 15 ideas are really basic and I need to flesh them out a bit, maybe add some imagery to spice it up. But hey, 100 is easy. 300, yes, that is a challenge. But I can't wait to send Squidi an e-mail with a link to the finished 301 ideas.

But first, let's see how long I can keep this up.

//Edit: (00:25) Added another seven ideas... 22 now. No HQS today... Damn it.

301 - January 20th 2009

Didn't do much today (as expected), prepared for the Javascript workshop tomorrow. I think it'll be alright... At least I hope so.

The Ergo Proxy wallscroll arrived. Wow. It looks amazing, it's like 1.50 meters high. Can't wait to see the reactions of my colleagues (yes, I'm going to hang it into my office).

Obama got sworn in today. He's now the president of the USA. His speech actually gave me some hope and lifted my spirits. Maybe all's not lost...

Watched "Taken", written by Luc Besson. Pretty awesome.

Added two ideas to 301, may add some more in a few minutes. No HQS mapping today.

I got no excuse tomorrow though. HAHAHAHAHA!

Come on, Philipp... Tomorrow you'll continue. Get out of that room. Make a new one. You can do it.

Thanks.

301 - January 21st 2009

Got 37 ideas now...

The workshop went alright, I only had to tell isabella once that it's quite straining when I try to explain something and she talks.

Anyway.

People applauded shortly after the workshop was done. For some reason. Was probably a bit jokingly. Weird. But I got the impression that at least something got stuck in their minds about the whole Javascript matter.

After the workshop I had a very weird back pain. It's actually near the kidneys I think, but still in the center. It's not really a pain... Rather, a... strain? I don't know. I feel really tired overall, so I should probably head to bed.

I'm a bit angry about HQS. I sat around chatting too long... And thinking about 301 of course. Kind of

getting the nagging feeling that some ideas aren't worth noting down. But hey, I will give it a do-over and it'll be alright then. Right?

Right...

Time: Midnite, baby!

//Edit: Darrn called me a few hours ago and we shortly talked about game mechanics, Halfquake, The Trap, (and similarities), and my new project 301. Well, I hope I can really come up with 301. 264 to go!

//Another edit... Got 40 ideas now. And it's 1:36. Why do I always get ideas when I want to go to bed...

301 - January 22nd 2009

Only noted down one idea in the office, Energy Racer, if you recall... The flash game I had in development for some time. Ironically, I got a few ideas that would work quite well, I think. Maybe I'll start from scratch some day in the future using Actionscript 3.

Visited my father after work. We drove to a Japanese restaurant and I ate sushi for the first time. And for the last time... Yuck.

Although it was an interesting and fun experience, sitting there with the food passing by on little conveyors...

Then we drove to their house and Nadine showed me how she could do a wheel. I played worms and some new James Bond game on the PS2 with Alex, and in James Bond I chose a hot chick and Alex kept on laughing about me... What the hell. And he kept saying "come on, bitch, follow me" to me... I asked him what the hell was up with his attitude towards women and that he has got to work on that. But no response.

So, okay I chose the woman because I wanted to see how hot she looked, that makes me a perv, but I respect women in every way. Calling a woman a bitch would require lots of hate on her side towards me. But no, even then I would try to talk with her about it first...

Bleh. Anyway.

I'm EXTREMELY tired and I will fall into bed now and hope that tomorrow... I will make two or maybe even three traps in Halfquake Sunrise. NO FUCKING EXCUSES THIS TIME!

G'night. OOOOOOOOOOOOH JAMMER LAMMYYYYY!

Time: January 23rd, 2009, goddammit.

Halfquake Sunrise - January 23rd 2009

I got out of that room. Had a few problems with save/reloading and misplaced func_trains, but I got it to work now. Took longer than necessary, I think...

I wanted to make four traps this week. Instead I only added one...

But - I may have time to map tomorrow. Pamela is visiting us again and Auri and her have to learn Japanese the whole afternoon, so... Yeah.

Time: 23:43

301 - January 23rd 2009

Added three new ideas - which makes 44 now.

I really gotta go to bed now...

Time: 23:48

301 - January 24th 2009

Four new ideas added. Total: 48

Time: 23:54

Halfquake Sunrise - January 25th 2009

Had a very short look at the seventh map, and kept thinking a lot about the next trap (and I think I'll do the slightly rotating room next - so that it looks like the player is walking funny). Then the three small maze-rooms that can be entered after pressing a button and the maze entrances move one forward. Uh, I don't know why I even try to explain that.

Either way, I watched Tekkonkinkreet today and it was awesome.

Didn't really have time to think about any new ideas for 301. Although there was something about a window that when you look through it reveals the past about what you're looking at. So you sort of keep the window always in your inventory and look at stuff to solve murders or something.

Well, gotta go.

Good night.

Time: 22:02

Halfquake Sunrise - January 26th 2009

Managed to invest roughly five hours into the next trap.

Auri's brother is going to stay in our apartment for this week. Because he's got problems with his girlfriend. I thought that's what the couch is for normally. They still love each other, apparently, so why the fuck do we have to suffer WITH him now? This is ridiculous. But I'll have to endure it.

Anyway, will have to try and think about more 301 stuff. But I guess a bit of a break won't hurt.

Gotta go to Spar now, helping Auri with buying food and stuff.

//Edit: He didn't come. Refined the last trap a bit more and added another hallway. Two hours added.
(Time: 21:35)

301 - January 26th 2009

Added another three ideas. (51)

Halfquake Sunrise - January 27th 2009

Continued making a new trap for a bit.

Slowly coming up with new 301 ideas.

Time: 22:32

Personal Halfquake - January 28th 2009

Spent some time adding a new poll and a random link to top rated texts, and then I read some of those texts again and added a rating.

Also thinking about the next PHQ version that should arrive around the same time when HQS is released. Lots of work.

But there are ideas on the horizon.

Speaking of ideas. Maybe I get some 301 ideas today... Hopefully.

EXP Manager - January 29th 2009

Wow, I haven't updated the EXP Manager for so long, that there's not even an entry yet.

Anyway, I changed a lot, but I'm too tired to list it all. There's one or two more things to do tomorrow.

EXP Manager - January 30th 2009

Added project categories.

Woah... For a website that's only used by maybe six people... Wait, well, that's not that few. Anyway, this is taking longer than I expected. This will probably be the last update in quite a while.

General - February 01st 2009

Updated fan sections on the farm site.

Back in Schallerbach.

No new ideas for 301 yet, though I admit I wasn't even trying. I will however try to get a few traps done this week. On Wednesday I hold the second and last part of the Javascript workshop... And I think I'll have to meet my father again.

And on Sunday I'm gonna participate in the podcast... Woah, that will be embarrassing.

I think I have to read more. My English feels a bit clumsy. Or maybe I just need to write more. Speaking of which, I should start working on the story for the Canadian book project.

Lots of stuff to do...

Next week we're probably staying in Lienz. And I have to work from there. We'll see how that plays out.

Don't know what to do right now, I think I'll ... Hm.

Well, I dunno.

I'm itching to begin programming on the new PHQ. From scratch. Ooooh, that fantastic anxiety in my stomach.

So many ideas. So little time.

Always the same.

EXP Manager - February 02nd 2009

Did some research on FLAC file and tag reading. And with the help of Steltie I got a necessary module installed and read info out of the first flac file. Gonna continue tomorrow.

Probably will be using a completely different module. One that covers all media files.

Halfquake Sunrise - February 02nd 2009

Back in action! Finished one trap and added another (improvised) one. Sent Auri a screenshot and she liked it. Yay!

I myself think that it looks really great!

Neat, neat, neat!

But now my hands hurt.

Bummer.

Started thinking about the HQS soundtrack more thoroughly yesterday night and continued contemplating about it throughout the day.

This will be interesting.

And long-time self-proclaimed "HQA Fanboy" called Werewolf/LupusRex sent me an email and I thanked him for remembering me for half a century. And he replied:

"About remembering you - how on earth would I even be able to forget you? How many times have I not played HQ, HQA, HQAP, reading your comics and listening to the soundtracks? Your work is amazing, and I'd love to be a part of it, in whatever way I can."

sniff

He accidentally made a song that was very similar to my song Ambience and he just sang my lyrics and sent me the six-minute track. I've listened to it dozens of times now. It's really awesome. And it fueled my inspiration for the HQS soundtrack.

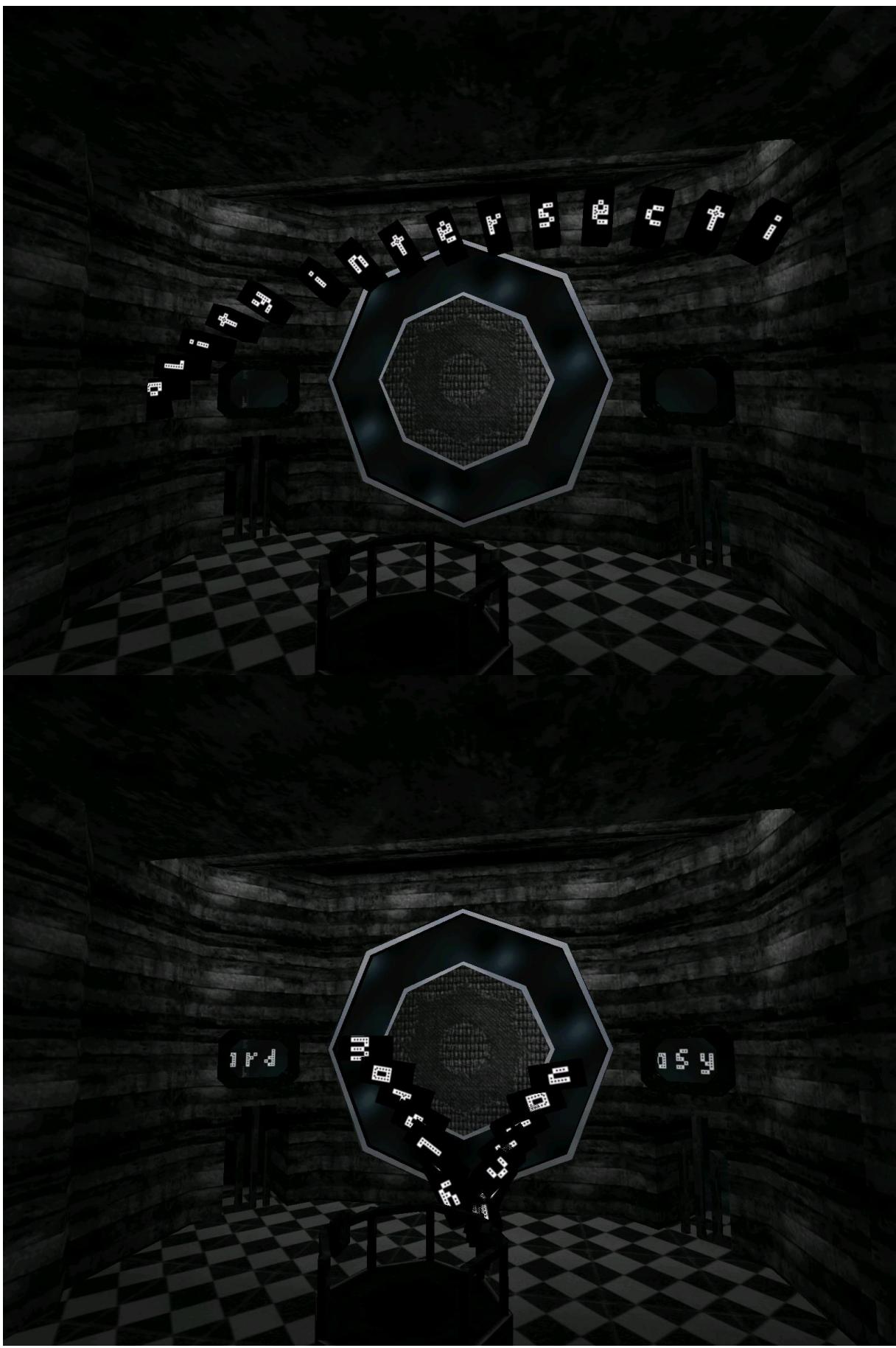
Yum.

Inspiration.

As much as I'd like to stay awake and continue to torture myself, I gotta go to bed. Lots of stuff to do tomorrow.

Halfquake Sunrise - February 03rd 2009

Broke out of the last trap and started creating the Morality Intersection. Tomorrow I'll hopefully continue, and mix all those dying sounds together and make two paths (one easy, one hard). I will also need a bunch of new textures. Maybe I can do that tomorrow as well.



(November 5th, 2012: Me trying to get the rotating letters working correctly.)

The second part of the Javascript workshop will be held tomorrow by yours truly. HA! I've finally found a use for that phrase after I've read the description about it...

Anyway. Hope it will go along smoothly.

Time: 00:27

EXP Manager - February 03rd 2009

Spent some time for the FLAC support, added a function to write tags to either MP3 or FLAC files. I'll continue on Thursday I think.

I'm also gonna meet Chappi and Darrn Thursday evening. This will be fun.

Oh yeah, there's this 18-year-old girl who caused an accident that killed three little children in the other car, and the parents and other girls in the girl's car were heavily injured, including the girl herself. I wonder how she's gonna live with that burden. No matter how you put it, she'll probably always feel guilty about it. And not some light guiltiness either. That's gonna be a deep cut. She'll probably never drive again (then again, they may take away her license anyway...). She wasn't even drunk, just a bit too fast, and the street was slippery because of ice.

Anyway. I really need to go to bed now. Bah. Damn workshop tomorrow.

Oh yeah, Steltie sent me music by Coppelius. Pretty nice songs. German band, a mix between Jazz and System of a Down. Very interesting.

Man, I'm feeling an itch in the musical part of my brain. It's been one month without doing any music. I'm sure it will be interesting once I begin with the HQS soundtrack.

Mhm...

I'm sure it will.

Time: 00:33

Halfquake Sunrise - February 04th 2009

I uh... added seven new textures. I can't wait to work with them.

But right now, I'm very, very tired. There's a point when trying to override one's call for sleep just results in crappy creations.

The Javascript workshop was alright. Only Isabella - who was sitting right next to me - was kind of lost and played flash games or browsed wikipedia sometimes. We finished way too early and everybody agreed that we should just end the workshop one hour and a half earlier.

Next up: The podcast on Sunday. I got an email by William today (the host) with a few guidelines and the basic questions for which I should be prepared, additionally noting that there - of course - may be more questions arising.

So, I can prepare myself and I can't prepare myself. Yesterday in bed was the third time already taking to myself through a fictional interview, practicing my articulation. I might as well listen to the questions asked in the latest installment of the podcast.

Boy, am I nervous, and boy, am I going to be nervous on Sunday.

Finishing this now. More tomorrow.

I HOPE!

Well, no, tomorrow I'll be out with Chappi and Darrn. Yep.

Anyway. Good night.

Time: 23:19

//Edit: Holy shit, that guy announced me in the latest podcast! He announced my name and the halfquake series and then said: "That should be really interesting, I wanna pick his brain, this is gonna be an interesting fellow, it's gonna be crazy."

Well, I'll be prepared. To share some of my craziness. HAHAHAHAAH!

>_<

Time: 23:55

Canadian Book Project - February 06th 2009

I think I know which story to write.

It's about a guy who's job is to interview people (musicians maybe), he's living in a small apartment. One day he gets a really huge interview with a rather important musician and phones his dad after sending it off to the print. His father is glad and says that his mother would've been very proud of him. Guy asks his dad how his foot is, father answers that it's getting better. He says, boy I hope you didn't inherit sleepwalking from me. It's hell! Guy says, well he wouldn't know about it, nobody's around when he's asleep. Father says, I keep telling you to finally find a girl, how hard can it be for a guy like you? But hey, you're an interviewer, just use one of your thousand microphones and record your snoring! Who knows, you might spill the secret of life in your sleep! Haha, says the guy, I'll just try that and send you a copy to prove that I sleep like a baby. Father says, that's right, alone and sucking on your thumbs!

Guy goes over the interview of today and spends some time cutting it, mixing it, analyzing it and transcribing it.

Before going to sleep, puts little recording device next to bed.

In the morning, ritual, reading online news on laptop, drinking some tea, copies the file of his sleep to his computer and loads it into an audio editing program. He skips through, sometimes hearing the rustling of the covers when he's turning around but then he sees a part where the wave form of the file seems to increase in volume. He puts the seeker at the beginning of the little hill of lines and presses his earphones closer to his head. It seems to be a noise, maybe the recording device. But then he realizes it is actually deep breathing, long breathing, throaty and loud, just like when the doctor is telling you to inhale and exhale slowly. To his surprise the breathing seems to come closer, when suddenly a long inhaling followed, and a raspy voice whispered: "My little boy."

I talked about that idea with Darrn today (also had to wait an hour for him unfortunately, which I'm gonna explain tomorrow).

Really tired now. Just had to get that idea out of my head.

Oh and: Rest in Peace, Magix Music Maker 5. Because I HAVE FINALLY FOUND A REPLACEMENT! *_* TaskBeenden showed me Samplitude, and it's also made by Magix and just feels very familiar and functions very similar to Muma5 - only better!

That is fucking awesome. I've just downloaded the cracked version and I can't wait to make the first HQS song.

Which will be very, very soon.

Dad also called me, telling me he'll buy a new PC for 279 euros. Maybe I should follow suit. But with what money?

Meh.

Good night!

//Quick edit: Coppelius is awesome.

Diary - February 06th 2009

Had a photo session in Wels with my mother today, for our new passport (we wanted to make a new one before you have to give away your finger prints sometime this year). Afterwards we walked around a bit

and entered a gift shop. It was more an art gift shop, with this woman, probably in her thirties or something. She was a bit, uh, brash, first telling us she'll leave us alone and then starting to talk again, how funny all this stuff is, and how most is basically a pun, like the glove with the green thumb. My mother looked at the huge paintings on the walls and asked her if she did them all, and she replied, yes, they look good on the walls, right? And my mother of course said, a bit hesitatingly, yes, yes they do. Then she put some CD in and ... well, blabla, I thought she was quite an interesting person, I'd like to talk to her, but she was a bit full of herself - then again, that may just be her selling tactics.

Anyway, walked around some more, into the Haas shop and yeah. Was fun. Wels isn't so bad at all.

The exhaust of my car is broken, has been vibrating and making really loud noise for the last two days. Took a closer look below and saw that it was open on one side, the metal skin of it sort of peeled back a bit. Weird.

Anyway, yeah, meeting with Darrn yesterday was awesome, as usual. Talked a lot about games, talked about fear, I told him about all of my fears, spiders, darkness, and that I once thought I could record myself during my sleep - but then I wouldn't want to hear anything that... I didn't want to hear. Like, somebody entering the room, or whatever.

It's been fun. Also got to talk a bit about HQS, and he said I should hurry, he really wants to play it!

Well, I need a new computer, and a new microphone... Bleh. Stupid money.

Going to try to work on a huge sort of storyboard for HQS now.

Already half past eight and terribly tired, so... yeah.

//Edit: Oh yeah, my father visited me at home because of some insurance stuff, and Nadine was with him (Alex stayed in the car). It was the first time Nadine has seen the house I live in, especially my room. Would've liked to give her something, but I couldn't find anything in such a short time. My father borrowed Indy and Back to the Future DVDs from me, and Nadine was impressed by the Lord of the Rings edition.

Sometimes I wish I had a daughter like her.

I wish I had a daughter with artistic talent. Music, drawing, writing. And I wish I could share my experiences with her, and she hers with me. Sigh.

Halfquake Sunrise - February 06th 2009

I made a storyboard out of each level, not really a storyboard, rather screenshots of every room/hallway and pasted onto a large image. I counted roughly ninety rooms, that's about 60 traps, I'd say.

That's quite a lot, but I have to drastically increase the level design in most of the areas. And... I may need a bit more diversion. I mean, it all looks cool, and I really like the style that I've developed over the last few months, but... it really basically looks all the same. There may be a problem there. But yeah.

It also makes it hard to see when I should stop mapping. There are a few more ideas left to implement, and I will probably reach map 9 until I'm done. I mean, it is really long already. It takes me about two hours to play through. That's breathtaking for me. To take a step back and look back, even though ... it still looks so basic. But running around today I could see what it can become in the next few months.

I'll look through the HQS file again anyway, let's see how many ideas are left.

Actually, just took another look at the last two maps - it's really not so bad of a diversion. I may be just over-critical today because I'm super tired.

I got two traps done this week, and began with the Morality Intersection. I added eight new textures and threw together a quick storyboard-like overview. I guess it's not that bad.

I hope I can do another two or even three traps next week. Although I may find it hard to mix the sound file of the Dying For The Greater Good contest. But - I could do that in two weeks and implement it subsequently.

I wonder how long the game will be, and how long it is right now. If it takes me about two hours speed running for me, it should take approximately twice the amount of time for a new player. So, maybe close to four hours right now. I believe HQA is about the same length. That means I'm about to exceed that

length.

I hope I'm not stretching it. Then again, there can never be too much content.

I need a new computer, and a new microphone... Can't really record easily right now, which is a pain in the motivation-ass.

But there's not enough money right now. Don't want to get a call from my bank again, like one week ago... Stupid people.

I think... I need to go to bed. Just take a long rest. Things will be brighter tomorrow.

Good night.

Oh yeah, I also need to practice my English a bit in bed ...

Halfquake Sunrise - February 09th 2009

Yesterday I was the interviewee of podcast17.

I woke up in the morning and already felt nervous. I fired up UltraEdit and made a few quick notes to some of the questions I got from William's (the host) e-mail and a few additional ones that I could think of. I installed CallBurner (necessary to record Skype calls) and updated Skype to 4.0.

In the bathroom Auri asked me a few questions in English that I tried to answer. After showering we ate Oma Salat and watched the most recent Supernatural episode.

Then William called on Skype.

Let's just say, the people on the podcast were all awesome, and it was fun talking with them. We had a huge agenda to walk through and I had a few things to say every now and then. In the interview with me about Halfquake I think I screwed up a bit (grammar wise and ... sometimes I didn't really drive my point home), but overall... I guess it was alright. It's still not up yet, so there aren't any comments to read.

It was most definitely a new experience and I'm glad I participated.

But after the podcast I got a headache and I felt sick. Auri and I looked through some old photos on her screen to sort them out, and at 11pm I just had to go to bed. Watching the money on my bank account, knowing that it will be less than zero in a couple of days, didn't help either.

I was lying in bed awake for half an hour, walking through the interview in my head, cringing whenever I hit a moment I knew I could've worded my responses better. Then I finally fell asleep.

Shortly before ending my call (after the podcast) William said "you are my hero!" and "interviewing you was on the top of my list", since "Halfquake Amen is in the top 5 of my most favourite mods".

It is a lot to swallow... and a lot to disregard. I need to get all those compliments out of my system again, as not to pollute my view of Halfquake Sunrise. I'm really afraid this will change me in a bad way, so I'm putting my mind away as far as possible. I acknowledge it - and move on.

February 2009. I still have ten months...

Halfquake Sunrise - February 11th 2009

Continued with the Morality Intersection.

Wrote an email to Vino and he's sent me a few awesome ideas already. Can't wait what else he'll come up with.

The [podcast](#)... led to some unexpected tumult in my head. I've got it sorted out now thanks to Auri who's listened to it in its entirety and told me that it's really not so bad. Posted it on the farm and TaskBeenden and kowi didn't make fun of me, so I guess it's really alright.

Back on track now. Gotta finish HQS... Itching to work on PHQ and Flash games right now, but I really can't...

//Edit: Invested another hour fine-tuning the marquee thingies. Changed about 30 letter/punctuation textures to make them transparent.

Halfquake Sunrise - February 12th 2009

Made a func_train test... sort of a, uh, thing that can be rotated a set amount of degrees in the same direction over and over. This is actually something I've been needing for two or three other traps, so I will have to go back to one or two wherever it still makes sense. It's really cool that I figured that out now though... even though I've been keeping that idea in my head for a while, was just sort of too lazy to test it.

Now it's here, and I even discovered light_glow again - which I thought was called light_flashlight or something. So - two new things to work with. Good stuff!

Played the game flower a bit. Definitely a piece of art. But as a game... it's not so good...

Halfquake Sunrise - February 13th 2009

Tried another idea for the rotating thingie, but failed. Tried making a new room but failed. Blaming the environment.

Halfquake Sunrise - February 15th 2009

In the train I wrote a dialogue part for Vino (I'm in touch with him again, can't remember if I've already written about it), another page-filling monologue for Jazzymike, and another dialogue for me, Jochen and Jazzymike for the ending.

At home I finally looked for a replacement for the ugly wall texture in the first map. I've used a texture from Poke646, and had replaced it with a different one. However, the new wall texture was too bright somehow and kind of destroyed all the areas that I've constructed with it in use. I looked at a few photographs again today and quickly found a replacement, worked on it an hour or two and finally - FINALLY - got a wall that looks maybe even better than the Poke646 equivalent. The areas look awesome again.

A job well done!

patpat

hurkkgkaeigfn03n=§)TN=)§NM

Anyway, the new dialogues seem to be fun. There's a lot of atmosphere coming to HQS now... Which is pure awesomeness!

Once again I'll say that I should make at least three or four traps this week. Let's see how far I can get.

Oh yes, both my mother and Auri have said to me that I should consider putting a stop somewhere with the traps, to make sure I won't work on it forever. But - I know when to stop, I think. Just a few more traps - twenty or something - and I will continue with the accidents. Maybe even start with the soundtrack meanwhile. Singing will be hard in April because of my spring allergy.

Time: February 16th, 01:28. Gonna add four hours.

General - February 16th 2009

Suddenly had the idea how I could MAYBE get people to donate money... By offering a product called: Nothing!

Had this weird feeling in my gut that this was a good idea and had to implement it right away. Took me a little bit more than four hours. All I got so far is a comment by Kowi: "HA FIRST COMMENT!"

Okay!

Anyway, Auri liked it, Nina laughed. Job done!

Missed Day! HA!

...

Anyway, will try to continue mapping for HQS tomorrow.

Time: February 17th, 00:18.

Halfquake Sunrise - February 17th 2009

Continued with the "easy" room after the Morality Intersektion. Kinda tired, will probably go to bed now.

I've received 15 Euro and 5 Dollars for "Nothing", which is great! I've sent the link to the website to a dozen of people, and my mother sent it to a bunch of people she knows. I hope this will circulate as much as I hope it will. Most people I showed it have laughed, so I guess that alone makes it pay off.

Today night was the third time (or the second time?) that I woke up sometime during the night and my left eye was all sticky and I couldn't open it. I had to rub away the dried up tear fluid, which I actually enjoy doing somehow! But it's still weird. That eye waters from time to time during the day too. But no pain or something like that.

Auri said that I probably just need more sleep.

I could try that, yep.

Damn, I need to start with the story soon...

Halfquake Sunrise - February 18th 2009

Finished the "easy" part (you can still die easily), and started with the next transition room. Used an old idea and filled the room with chairs and tables. Actually, a theater play that I saw on New Year's Eve in 1999 (Waiting for Godot) inspired me to do that. Back then people were running around with chairs on their backs. And there was this one scene where everybody had thrown their chairs on a huge pile of chairs. Very inspiring image.

A friend of Nina sent a message through her to me, telling me that I'm "the absolutely best" and that she simply has to get "Nothing", and it's simply brilliant!

I'm glad that most of the people I've shown "Nothing" laughed at it. Really makes it feel more important.

I've received the printed comic strip I ordered from xkcd today... Don't know what I should do about that interview. I could send something back to the return address, but I don't know. Man. I guess that guy is just too big. In his head. Ha.

No, I don't know.

Well, guess I'll go to bed.

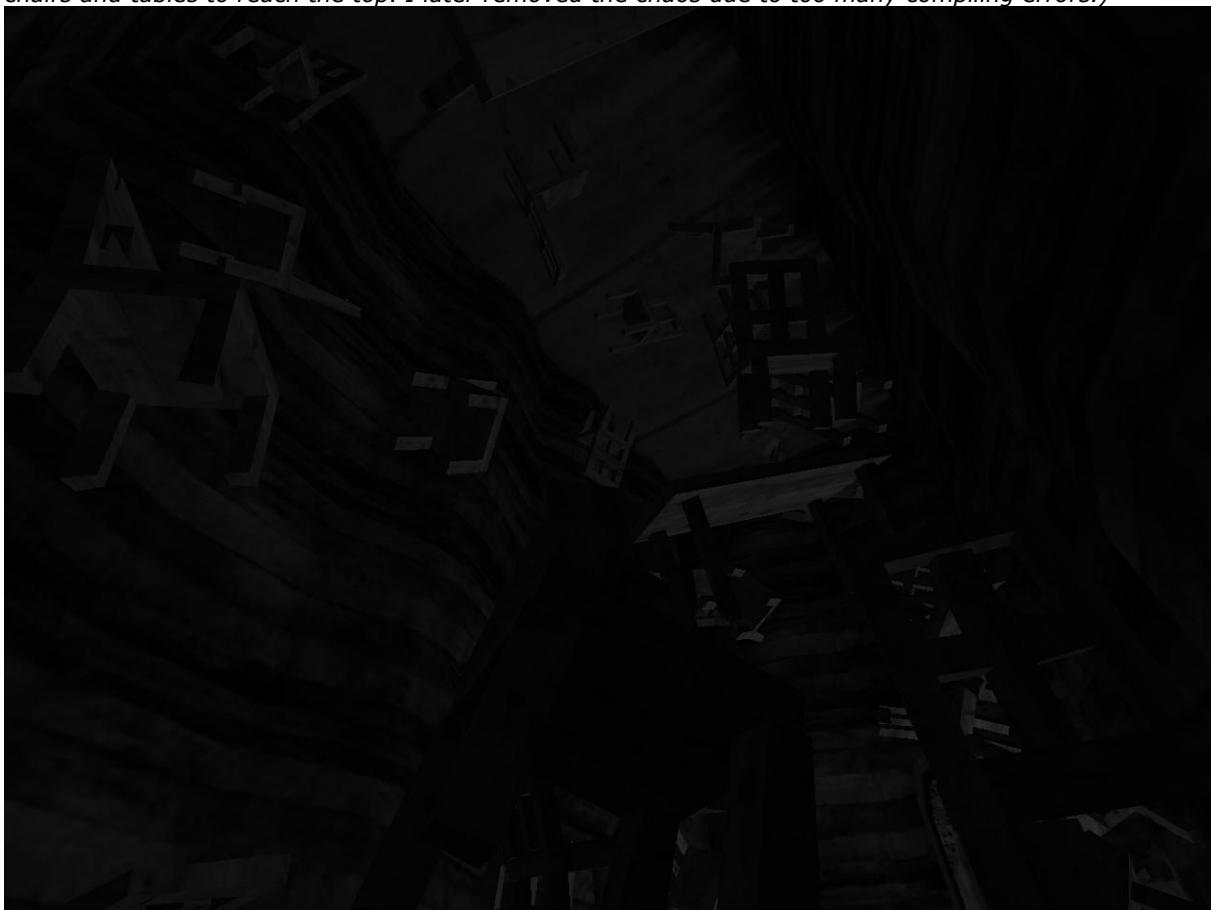
Time: February 19th, 00:20.

Halfquake Sunrise - February 19th 2009

Improved the chair/table room a bit and copied the easy part to the hard part's entrance and connected it real smoothly like.



(November 5th, 2012: This was the original design for this room. The player had to jump on floating chairs and tables to reach the top. I later removed the chaos due to too many compiling errors.)



(November 5th, 2012: The floating mass of chairs and tables – viewed from another angle.)

Had a really interesting idea concerning the whole xkcd deal... What if I were to write a fictional interview with the creator? I wonder what sort of attention the interview would get... I'd have to do it in a sarcastic, but good-spirited manner though. So that if he's ever reading it, he won't have bad feelings towards me.

This is a very intriguing idea. I wonder what everybody's reaction would be. Maybe I'll give it a quick improvised try.

Still have to do the story... Mending it around a bit in my head from time to time.

Oh well.

Guess I'll go to bed. Lots of work to do tomorrow...

Lost was awesome today.

Coppelius is still awesome as well. Got the second album two days ago. Very nice. One of my favourite bands now.

Oh yeah, I sent Maria a poem today for her birthday (I always try to do this for friends who've got a birthday) :

Hidden in the shadows
I'm the one who follows
You behind your back
Focused, keeping track

Just when you at least expect
And the moment is perfect
I quickly run to you and say
"Maria, you were born today!"

Then you look at me in shock
Loudly screaming, "What the fock!"
Startled, I reply, "I'm sorry!
But I brought some cake, don't worry!"

//Edit: Just watched a video about Randall Munroe giving talk and a Q&A at Google. Well... And I also received the printed comic strip I ordered only to get his attention.

Now I feel really childish and embarrassed.

I'll stop doing this and concentrate on important stuff again.

Damn it...

Halfquake Sunrise - February 20th 2009

BLABLABLABLABLA!

I'm kind of living through a weird phase at the moment, I want exposure. I just registered at a flash website, and I'll probably upload Turnament and Phabetal there (maybe even with a few hotfixes, who knows). And I made a new [deviantArt](#) account and submitted two Halfquake Amen screenshots...

It's fun! Sure! But... Why do I care all of a sudden?

Also, there are way too many sexy pictures on deviantArt... It's distracting.

Anyways!

I've finished the chair/table room - after I redid everything from scratch because of some engine error (max nodes something or other) - and fixed some errors in the previous two rooms, added an actual door/button mechanism to the easy/hard choice aaaaaaaand - MADE THE TRANSITION TO THE EIGHTH MAP! YES!

Hmm, thinking. Not sure which trap comes next, but I'm on the train tomorrow, I'll figure that out.

While making new screenshots for the deviantArt website I noticed two mistakes in Halfquake Amen... I've written "breakes" instead of "breaks", and used "tail" instead of "tale"... Holy crap.

But it's too late now, I guess.

Way too late.

Felt weird walking around in Amen. Sunrise feels a lot more polished for some reason.

I guess that will make a lot of people hate Sunrise. Yeppers. But hey, I'm still having fun! Making a reference to Waiting for Godot was absolutely worth it.

Oh yeah, got another idea: Make a bunch of level changes right after each other. Or even a situation where you have to avoid a level change. Something like that...

Anyway.

ANYWAY!!!!

AAAAAAAAANNNWAY.

Tired.

Carried a bag of coins to the bank today. 187 Euros. HOLYSHIT!

Sent away two letters for flo and khimitsu, who bought nothing. NOTHING!

Looked into cafepress.com for making a data CD. I want to make some kind of release for Halfquake Sunrise. Set up a little shop. Who knows. Some people may buy some'm.

Going to bed.

I'm feeling uber tired.

GOING IN 3, 2, 1...

(Time: 00:58)

Halfquake Sunrise - February 24th 2009

Visited blackjack yesterday for three and a half hours. We talked about Halfquake Sunrise dialogues I've written recently, which he found to be very good. Then I unpacked my zoomy recording device and we walked around in his apartment to catch some good sounds. I can't wait to use them. It was fun.

Oh, before that we also talked about traps, especially the Word Machine. I didn't really have a good goal for that trap, but bj came up with a good idea, to make the Word Machine just a distraction of the actual exit. That'll be good.

I forgot to ask if he had any ideas for the moving button trap idea. Still don't know what to do with that one.

I've been playing a lot of Tower Defense with Auri lately, and I've had the idea a looooong time ago to add a Tower Defense trap to HQS, and I think I might be closer to realization now. Just need to work out a bit more... I was considering adding like, five stages or something like that.

Anyway, after we recorded some nifty sounds, we talked about movies and stuff and then I went home.

My eye's still constantly watering... At bj's I had to keep a tissue close to dry up the tears all the time. Bah. I hope this is going away soon. On Saturday we'll visit Auri's uncle, maybe he can tell me what this is and how to get rid of it.

So yeah. HQS is shaping up. I might do one or two more maps, and then start with accidents. With the accidents I might hit some HL engine limits because the maps are already kinda huge, and the accidents and the additional traps may cause some malfunctions - but the solution to this will be to simply split up the maps into "mapx_a" and "mapx_b". No harm done.

Time: February 25th, 2009, 11:25.

Going to buy some food now.

Halfquake Sunrise - February 27th 2009

Made the slotter machine in my test map. Also planned the TD yesterday with auri. Seems that it will be working pretty well. The slotter machine does have an issue though, sometimes saving and reloading cripples the trains inside the slotter... But - I think if I slap a huge "BETA" on the machine, people might still buy it.

Also noted down a bunch of PHQ 5 ideas. This will be so much fun to program. Hell yes.

Halfquake Sunrise - March 01st 2009

Looked through the file again in the train, and implemented the slot machine into the main game by making a separate room. The room looks quite cool, I think. The transition to the next room is also complete. Tomorrow I'll try to make the "tower defense" inspired map.

Oh yeah, I'm back in Schallerbach.

//Edit: It's 2 am now. I sent an e-mail to Reaktor (creator of The Trap) to ask him how to get the simple Loading screen back when playing the mod under Steam. I hope he can help me.

Taskless Sheep - March 02nd 2009

Talked several hours about the booklet now. We suspect 5angel won't make it (due to depression and/or other personal reasons), thus we discussed how we will proceed if 5angel can't do it. We found a solution and yeah. Talked about lots of other stuff too and blubb - it's midnight.

Time to go.

Didn't really do anything for Halfquake Sunrise today... Damn.

Halfquake Sunrise - March 03rd 2009

Started with the tower defense room. Had a few ideas how to make that whole thing happen.

Basically, all the "towers" are already there, the player can activate them. The amount of towers the player can activate depends on the number of "kills" he has already made. I could make a progressbar with dozens of path_corners and a "teleporting" func_train. On, say, path_corner number 10 trigger something that extends the number of active towers the player can have.

The towers are simply lasers that activate every two or three seconds for one second. Making other types of towers would be too difficult, I think.

Five rounds should be good. After that, if the progressbar isn't at 100%, the player loses and is allowed to commit suicide.

Sounds fun!

February download stats: About 650 downloads for HQA and HQ, respectively. Not bad! Also interesting to note is that I've added a few fan made halfquake-related songs to the farm and some of those songs have been downloaded about 100 times.

I just hope that's not all search engine bots...

Nevertheless, I shouldn't put too much weight on such statistics anyway.

Time: 0:31, March 4th...

MARCH!!!! ARGH!

Taskless Sheep - March 03rd 2009

We decided that Sangel won't be making the booklet. Instead, we're creating it ourselves. Again.

I drew some quick sketches at work and I think it'll be fun.

Yesterday Nameless told me about a comment from one of his parents about my voice. "Is your singer singing double?" Like, I'm singing lines a few times and put those lines on top of each other to make it sound "heavier". That was the first blow, then Task said something like, "yeah I noticed too, and it starts to become boring".

Okay... I said, well the CD is ruined for me then!

And it is... I can't listen to it anymore. Gah. Will take a while to recover from that blow.

Anyway, I went "offline", but waited for Auri to say good night. Interestingly, the chat window with Less and Task stayed open and I read what they continued to say. They started talking about me. Less asked: "Do you think MS took the comment about the doubled voice it too seriously?" Task replied: "Nah, I'm sure he's fine." Less said: "Hopefully." Task: "Jaja."

I'm spreading too much negative energy here. I need to go to bed.

Time: 00:37, fucking March 4th, y'all.

Halfquake Sunrise - March 04th 2009

Holy camowly! Whatever that means! I just worked for almost five hours on Halfquake Sunrise! WOAH!

The TD map is coming along nicely. Just a few more things and then a bit of balancing and I can continue with the next trap.

Which will be...

THE WORD MACHINE!!!! YIKES!

AWESOME!

HAHAHAHHAHAAHAHAHA!

I'm fucking getting somewhere!

Or nowhere.

Depends!

Anyway. Good results today. Har.

More tomorrow.

Halfquake Sunrise - March 05th 2009

Continued working on the TD map. I'm surprised I haven't run into any major problems with this room yet... But it's not completely done yet, so knock on wood.

Tomorrowwwwww will continyow!

HAHAHAHAHA!

Lost was awesome today.

Personal Halfquake - March 05th 2009

Today I fired up Excel and walked through the existing menu structure of PHQ, then to the right I made the sitemap of the fifth PHQ version.

Afterwards I had the idea to simply copy everything into a new folder, duplicate the database, create a subdomain - and there it was, my separate PHQ version. I started programming right away, cleaning up some files and simplifying a few programming processes for me.

This is going to be huge. And so much fun to create.

Time: 23:45; Gonna add three hours.

Halfquake Sunrise - March 06th 2009

Continued refining the TD trap. Almost finished with it.

Watched Eden Lake today, a Horror/Thriller film. Very good overall. The bad guys won in the end by killing the heroine. The torture moment was very disturbing. Those images will stay with me for a while, but I'm glad I watched it. Horror movies have this extremely addictive feeling to them. I even almost cried near the end because I had such high hopes that she would make it. But alas, the director is a sadist. And a good one at that.

Anyway...

Somebody made a wiki and added Halfquake, Halfquake Amen, and Halfquake Sunrise to it. Here's what it says about Sunrise:

"It appears to be continuing the surreal appearance Halfquake Amen pioneered, though the creator has stated his intention is not to create a cookie cutter extension of his previous works. The Halfquake Sunrise page is occasionally updated with flash teasers, and the mod is said to be 45% complete."

Interesting. I wonder who's behind this...

After the movie I played Zopp with Wolfgang and his brother Helmut. It's basically a simplified version of soccer, mixed with billiard. It's fun, probably since I love billiard. Although I lost all five games I've played. Meh.

So, that's why there's only like 1 1/2 hours on HQS today. Boooo...

Going to Vienna again tomorrow. Damn, that week went by at the speed of light...

Halfquake Sunrise - March 09th 2009

Worked on the TD map, made the transition into the next room.

Taskless Sheep - March 23rd 2009

So uhm... Hello! I'm back. From the dead. Almost literally. Well, I was ill the past week, Auri was ill too, we got some fever (and not the disco kind) and hung out together, watching lots and lots of series and movies.

I feel somehow different now, refreshed, focused. I guess I needed that break. At the moment everything is very clear to me, what I have to do for HQS and some good ideas for stories and even the 301 project (I had the idea to throw all 301 ideas into one game, most of them anyway, and somehow connect it all with a story). For HQS I will do another 2-3 new rooms, then go back and revisit all other rooms, work out the first few bugs, then add accidents. Meanwhile I'm gonna record all the voices (Nina, bj, jazzymike and my own) and start on the soundtrack. Everything's very clear in my head right now and I hope this feeling's gonna stay for a while.

Anyway, I started drawing the booklet pages today and I will continue tomorrow using water colors. This will look very interesting. Basically I'll use the pencil drawings, and then make separate images using the water colors and then scan it all in and put it on top of each other.

Still thinking if we should really make a CD and not just some online PDF and release it, but the booklet seems to be turning out nicely.

Not being negative anymore, now it's sleeping time!

Wow, I can't believe how clear everything is in my head right now. I feel like doing so many things, writing stories, finishing HQS... I just have to keep this feeling in my head and not suffocate it again.

Also while reading a magazine I had the urge again to create my own monthly magazine again, even if it's just something online. This could be so much fun. But meh... I'll let it develop itself for another while in my head.

For now... as Michael Jackson said recently in his press conference: This is it!

And I really mean it when I say it.

Taskless Sheep - March 24th 2009

Water colors! Yaaaaay! It looks supercrappy, but through some digital wonders I'm sure I can make something out of it.

Talked about 2 hours with Ksenya over Skype for the first time today. Her friend wasn't home yet so she was really worried, not only because of her friend, but also because she's afraid to be alone at night. Meh. I guess I'm glad I could help. She's really a good soul.

Personal Halfquake - March 24th 2009

Spent some time redesigning the index page. Looks a lot better than the old/current one.

Next up: Other pages of the index area, and logging in.

Halfquake Sunrise - March 25th 2009

Made a bunch of new textures. Tomorrow I'll visit my granny (father side), so I won't have any time for, well, anything.

Yaki and Yuki are in bad shape. After being to the vet with Auri, Yuki has recovered, but Yaki still doesn't eat or drink. He throws up constantly and walks around like a zombie cat.

Can it be that he's going to die? I don't know. I'm angry and sad, frustrated. Why is this happening? I just seems so weird and ridiculous. Auri's very down as well and I should probably drive to Vienna as soon as possible but ... I just can't. I've got to be in the company at least for the rest of the week, won't be in the office for the next two weeks anyway. And I have to visit my granny tomorrow. I can't cancel the visit. Meh...

Everything's fucked up again.

But my projects are going well. Probably out of frustration.

Will watch Legend of the Seeker now though. Maybe I'm gonna do some more stuff for HQS afterwards.

Personal Halfquake - March 25th 2009

Continued a bit, wrote a completely new FAQ page and activated gzip compression of HTML, CSS and JS. Because... you know. It's nice! And a bit faster.

Yeah.

Bla.

Time: 21:58

Taskless Sheep - March 29th 2009

Scanned in all the drawn pages, merged and finalized them, and uploaded them to the forum for Task and Less to see. Let's wait and hear what they have to say about it...

Auri helped me a bit as well. I think it looks pretty cool!

Halfquake Sunrise - March 29th 2009

Added the transparent walls room. Looks very interesting. Gonna continue tomorrow morning, maybe.

Cats have recovered.

Personal Halfquake - March 29th 2009

Started making the registration page and remade all flags into GIF format, some of them remade directly from the original drawings for a much cleaner look.

Personal Halfquake - March 30th 2009

More work done on the login and registration process. You can login now. Now I thought that rewriting ALL scripts would be totally unnecessary, so I'll just try to make all scripts run tomorrow and then start axing the unnecessary stuff and build in the new stuff.

Time: 22:40

Personal Halfquake - March 31st 2009

Made all the basic stuff work, like the navigation on the sides, online users (including the rest of the top menu), and all the little widgets.

Tomorrow, if there's time, I could make all scripts work with the new system, and then, as I said yesterday, start axing old stuff and implementing the new.

People are restless in the forum, bitching about the absence of a sufficient amount of players. I should probably announce something real soon... But I don't want to give away that surprise when the plot reaches the loss of a fight against our common enemy.

But maybe I should prepare them.

Then again, it might and probably will raise expectations...

I'll just continue working on it for now.

And HQS is in dire need of work too. Next week I'm off work and staying in Vienna, maybe I can get some voices recorded.

Time: 00:11

Personal Halfquake - April 02nd 2009

Worked a bit on performance stuff. I don't know why really though.

Auri asked my why I'm even working on this when so few people are playing it. Honestly, I don't really know. It's fun to come up with stuff for PHQ and implementing results in quick successes. But I'm still doing it for the people, I know it deep inside. People are complaining in the forums and it's nagging on my mind.

Not so sure about the next few rooms of HQS at the moment, I think I should just try and implement the accidents as a next step. This should be very difficult to make it look good, but - hey I just had an idea, maybe I could skip the animation parts of some of the accidents, and just make the player appear at the

scene AFTER stuff has been broken. Sounds like a cheap way out, but hey... Halfquake has always been about simplicity. Somehow.

Time: April 3rd, 2009, 0:57

Personal Halfquake - April 03rd 2009

More work done on converting old scripts into the new format. Getting and noting down new ideas on the way.

Beginning of my vacation today. Let's see how it will play out. Probably staying up late, standing up late, missing most of the day. Meh.

Time: April 4th, 1:57

Personal Halfquake - April 04th 2009

Converted a few more scripts.

Hate myself for not working on HQS...

Personal Halfquake - April 05th 2009

Again, another bunch of scripts converted, plus added an alerter system that pops up alerts one after another and moves them to the top after five seconds. Looks neat and is pretty senseless, hurray!

...

Halfquake Sunrise - April 06th 2009

Constructed the first accident in a test map. Will make more accidents as soon as possible. But probably not tomorrow. Eight year anniversary.

Halfquake Sunrise - April 09th 2009

Recorded a bunch of sounds in the Vienna apartment and created the second accident, in which you can see a rock falling from the ceiling and then be able to look into the room above, which is one of the very first rooms of Halfquake.

Halfquake Sunrise - April 13th 2009

Big day!

First of all, I'm back in Schallerbach. Auri and I have made a LittleBigPlanet map called "A Welcome Cha(lle)nge" and so far only one guy has played it! Fun! Well, it only took us like four or five days to make, so...

It was fun to do, though! Got to flex my mapping muscles a bit and it may have helped me improve my style a bit. Which HQS will benefit from, naturally!

ANYWAY!

Big day! For Halfquake Sunrise. Because - I got my first recorded voice, by Nina! My mother and Wolfgang picked me up in Vienna at 10 am and we drove to Marchtrenk, to my granny and ate wonderful food. Afterwards we drove to the farm house of Nina's mother's boyfriend and I took my file with me and came up with a bunch of new one-liners for Nina. She agreed to come over to me after the whole family session stuff. Well, and so at last at 8 pm the first line was recorded, and now I will try to implement it and show it to Nina tomorrow. Because tomorrow evening I will pick her up at home and she'll visit me to record some more! She has never done voice acting before, but the results are very promising so far. I only have to hear it ingame to really judge the outcome. Hang on tight for the results!

//Edit at 1:18 am: Just implemented the introduction somewhere in the first level, I probably picked the wrong spot and should really let it play at the beginning of the second map. I do have doubts now, but I need to sleep over it. I'm sure I'll have it sorted out by tomorrow.

Taskless Sheep - April 14th 2009

I started creating the website for Meadow Mayhem today and I got pretty far. Still, there's some work left to do, so ... Yeah! All parties involved are satisfied so far - they did however mention that the booklet pages were too big, but that's just because their monitors are too tiny! Ha! 1280x800... I mean, come on.

And they can't be smaller anyway because you wouldn't be able to read the lyrics. So yeah. I win!

Halfquake Sunrise - April 14th 2009

Second day of recording.

Last night I had real doubts about Nina's voice in HQS, mostly about the introduction - the rest seemed to be fine. I was afraid people would be thrown off by her and would get annoyed in a bad way. I kept thinking and thinking until today and got some ideas. For one, drop unnecessary lines in the introduction. Keep it simple at first. Expand upon the character later. Make it a bit mystical. And second, put the introduction after the first loading (I already had that idea but - now I had it again!) directly into the loading room and let the player out only when the introduction was fully played.

I picked up Nina after work (took the wrong turn on the highway, but that only set me back for ten minutes and I was still punctual to the very minute), we bought some food in Schallerbach, prepared it, ate it and then I moved the introduction from yesterday into the loading area in the second map. I listened to it again, standing in the environment, closed the game and pitched my ideas to Nina. We went from more than 30 seconds to like 10 seconds. It's short, simple and drives the point home. I still have to actually implement it in the game, but so far - it seems to be promising!

Then we actually recorded all the lines that I've written for Nina so far. I was rather hyper all the time because I hadn't slept more than three or four hours last night, but it was fun. At one point Nina said, laughing, "You're crazy!" Well. I am probably! But hey, it's fun!

So, all lines for Nina are recorded so far (I'm sure I'm gonna need more). In theory, I could record all dialogues with BJ next week.

And create the other three or four accidents left.

It's definitely going somewhere, I'd say!

Pretty tired now, so I'll just skip the rambling and uh, yeah.

I'm getting very anxious to do music recently. Really itching to start working on the HQS soundtrack. But I'm having some chaos in my mind right now. I really have to 1) finish the accidents (which includes the ending, mind you!) 2) implement them 3) go over the maps from start to finish and add details (the first layer).

Then - I will be able to start the soundtrack. I hope. I still worry that it might be wrong to do the soundtrack later. But on the other hand, I believe it will fit rather well overall.

301 - April 15th 2009

I added two new ideas to my collection today! Which makes a total of 53 so far.

Yesterday, or two days ago maybe, I received an email from a fan or something like that, inviting me - get this - to a party in Italy on May 8th! WOAH! But that's not even the best part. He actually told me that I could have a room for a few days if I needed one. How mind blowing is that?

Well, obviously I had to decline. But still, this guy's awesome.

Nothing done for HQS today, watched the pilot for the new series Caprica - which was awesome - and

now that it's 22:28 and I'm really, REALLY tired, I will go to bed.

So - hopefully more HQS stuff tomorrow.

Halfquake Sunrise - April 16th 2009

Implemented the third accident. Granted, it took some forcing on my part, simply because, well, I guess laziness! No other reason. Still need to improve it a bit. Bleh, I'll just do that now, hold on.

(20 minutes later)

Okay, details added. Looks better now, still not perfect, but there probably is no way such a thing can look perfect in Halflife.

Anyway, I'm happy with it so far. The funny thing will be to actually find a spot in the game for those accidents... Well! No matter, it will find its way into the game eventually.

Now I gotta pack and prepare for Vienna, because I'm traveling tomorrow already, instead of Saturday. Auri's got a big uni thing coming up and she needs support.

Taskless Sheep - April 16th 2009

Re-exported all of my projects again in 320kbit mp3 format, to try and recover at least a bit of the quality. Don't know what the others will think about it, but I guess they won't like it. Well, Task won't like it, and Less probably will have problems with re-exporting, I believe.

I also changed Whenever You Dream a bit, fixed some errors in my vocals and added new background vocals.

Whoops, 1:47 now, gotta go to bed!

Halfquake Sunrise - April 17th 2009

Wrote a few dialogue ideas for mike on the train and thought of a final fight with Somos, kinda like walking through a hallway/maze and Somos breaks through the walls and attacks with lightning, maybe even have the old Somos walk around or something.

Yep.

Time: April 18th, 23:47

Taskless Sheep - April 18th 2009

Started working on the cover, which looks alright so far.

Taskless Sheep - April 19th 2009

Another two hours spent on the cover.

//Edit: 23:35 now, spent another hour or so. Really getting somewhere!

EXP Manager - April 20th 2009

Finally found a way to show the upload progress, the solution is: Flash! Actionscript 3, to be precise. Now I only need to implement it with the whole uploading script and it'll be fun to upload huge files again!



Taskless Sheep - April 20th 2009

Finished the cover and Less actually liked it! Yay!

Taskless Sheep - April 21st 2009

Updated the Meadow Mayhem website with new pictures, some layout images and other stuff.

//Edit: Further updated the website, the myspace website, erased text from a wallpaper because Less doesn't have a text-less version anymore, and yeah.

THIS close to release. I hope we can do it before May 1st.

Taskless Sheep - April 22nd 2009

Meadow Mayhem has been released!

Tough... but we did it.

Taskless Sheep - April 23rd 2009

So - it's done! That's it. Meadow Mayhem.

So far, I think maybe... thirty people have heard it, my colleague at work told me he's glad for me and he was so surprised this morning, read the booklet pages, downloaded the album, listened right away. He thinks it's really, really good, everything, altogether.

I tried spreading the word a bit more today, so I guess we haven't seen the last of the release aftershock, but that's basically it. Most people are very happy with it. Even BJ told me that my voice sounds a lot more confident.

Yep.

Sangel didn't really like the booklet, mostly he just said "bad photoshop" but I think it gets the job done.

Anyway.

This more or less cost me a week, not that I would've been very productive otherwise. But anyway - HQS is top priority now.



Halfquake Sunrise - April 24th 2009

Added the fourth accident, which sends the player into the first repeat area of Halfquake 1, then into a life-death-exit room.

It will be difficult to add these accidents to other maps, and I probably will have to split up some of them, but that's not gonna be much of a problem, I guess.

Next up is the fifth and final and biggest accident.

The ambience area.

Halfquake Sunrise - April 25th 2009

Started implementing the final accident by copying the portal of Halfquake and the first ambience area into one level.

Personal Halfquake - April 26th 2009

Finally, all scripts are converted.

Now - I need a masterplan.

The ideas are there. The sitemap is there, a brainstorming list lies here, now I just need to put it all in one piece. A game plan. What should PHQ be? What can it be? What do people want to do here?

I've been playing with this idea in my head about giving players the option to start several institutes at once, and making the game run rather fast. You can then have the player start a new institute and select different challenges, limitations of some sort, goals to meet, stuff like that.

And - scorepoints you get are added to your overall score. Which could be used as a total ranking. Either that, or you're ranked by the highest score of either one of your institute. That's probably better.

Then you have a long list of achievements, some of them quite ridiculous maybe. And that's the real reason for players to start multiple institutes.

Well, need to think about this some more, but I guess I'm getting somewhere.

Halfquake Sunrise - April 26th 2009

Spent two hours on the train reading through mike's dialogues and coming up with a slightly different ending for HQS.

I've been thinking about how to implement Somos somehow, and I made a detailed plan for the final accident, the sequence with Somos and the final ending in which the player gets pushed through various old traps, then trapped, and knocked unconscious. The player slowly wakes up, realizing he/she is trapped and the only way out is committing suicide.

Brilliant!

Not.

I will think about it some more anyway, but it'll be the next thing to work on, so I'll probably do it as planned.

Diary - April 28th 2009

Visited my father yesterday again. It was Petra's birthday, so three other people and children were there, but not for long. Granny was also present and she gave me a pres... a gift. Later, I played with Nadine and Alex. You know, shooting around balls, badminton, and I even jumped in the trampoline area. Once, I shot the ball into the unfinished swimming pool of the neighbor's house. Alex took a ladder and put it into the hole, helped Nadine climb down, she got the ball and climbed back up. It was kinda cool to act in such cooperation. And it was a bit dangerous too. Something could've definitely happened. But - all that happened was that we got the ball back and we continued playing.

I was sweating and running for the first time in a long time. Felt good, actually.

Later we had some food, children went to bed, and my father, Petra and I talked a little. Then my father wanted to show me something on his PC - namely the website of a music producer (I mentioned that we had released Meadow Mayhem this week). And at his PC I played a few songs from the album to him.

To my surprise - he was impressed! He liked the songs! Even my voice! I was totally baffled, because I remember when I was like 15 and I played a song to him which I had composed on the organ, he would change to a random music radio station and say to me: "*This* is music."

Well, now it seems he actually likes the music I create, and he asked me about the process and how it can work if Task, Less and I had never seen each other.

Suffice to say, he will get me in touch with that music producer. I'm not getting my hopes up. In fact, he had promised me to visit said producer a long time ago.

But maybe... Maybe this time, the music convinced him.

...

I would have written this yesterday night, but my laptop (well, okay it's Auri's and mine) had a few issues. Lots of blue screens. Right now though, I'm sitting in the office with my lappy next to me, and he seems to be alright. For now. Knock on wood.

...

We're definitely getting a lot of positive feedback for Meadow Mayhem. One even called it his album of the year. Someone else is listening to "Destiny" on repeat while learning. Lots and lots of good stuff.

Let's see where this is going...

Halfquake Sunrise - April 29th 2009

This has been a very slow week. First of course the visit to my father, then yesterday the repair of my laptop and today... just being tired. And talking to mother a bit and yeah. That's it.

Now I gotta go to bed so that I won't be so tired tomorrow evening when I drive to Vienna again.

But who knows, maybe I'll get something done on the weekend or something.

I thought about re-adding the Death List to the HQS website, with a kind of explanation in the farm news like, "most people of the previous death list are already dead, so that's why I'm starting a new one".

Something like that.

Well.

Off to bed then!

Oh yeah, another colleague at work listened to the Meadow Mayhem album for the second time today - through the speakers in his office, loudly.

Diary - May 04th 2009

25!

My 25th birthday was more or less uneventful, I didn't get drunk, I didn't take drugs. Instead, I enjoyed the day with Auri. A handful of people of PHQ congratulated me, and I got three or four emails, one from Ksenya with a postcard, and one from a HQ fan named PatchySheep (or Chen), who actually made a video. He wore a hood, and his face was covered by a black cloth with a white evil smiley on it. It actually looked kinda horrifying. But then he started demonstrating his beatbox abilities. That was fun. I think.

I fixed one PHQ bug with Trap Chains. Other than that I didn't work on my projects. I thought a lot about HQS and new possible gameplay elements for PHQ. But nothing manifested out of it.

Getting the urge to write stories again, such as expanding the universe of Antaran.

Right now though, I'm tired and feeling cold. I've slept approximately three hours and the eyes and hand coordination sucks. We had to be awake from 6 to 8 because some people had to check some shafts in the apartment. At half past six a guy with a tattoo on his right arm came in, checked something, told me something about letting the therm's stats read, and left again. Auri hadn't slept at all and went straight to bed after the visit.

Feeling very cold...

Vino sent me the first draft of his HQS ost contribution and it sounds awesome. Classic guitar stuff. Just what HQS needs.

Being a bit unsure about how much that will influence me once I actually start working on the soundtrack, but I'm sure it will work out just fine.

Only thing that starts bothering me is time. I remember the last two months of HQA development I spent four hours Monday through Thursday every week. I'm very far away from that.

I wonder if I should somehow try to get a job at a games company in Vienna. Maybe just take a look around or something. If there's anything interesting around. But I believe there's not a lot of good stuff available.

Typing hurts a little, so I'ma end this.

Congratulations on getting to 25. Let's see if we can get to 50.

Halfquake Sunrise - May 04th 2009

Okay, technically this does not fall under Halfquake Sunrise. I've recorded videos of Violence, the Room of Twenty Death Choices and the Credits of Halfquake Amen. You know, the project with kowi, which is still not finished. He asked me to record said parts because of various issues on his side.

Anyway.

Playing through Halfquake Amen makes me feel rather strange. I see a lot of elements that work and I notice that maybe I'm on the wrong path with HQS. But then I come to the conclusion that there's no wrong path for HQS. It's been like seven years since HQA, no wonder HQS will be different. Besides, I'm not finished yet. I can't compare HQA to HQS currently anyway, because HQS is basically an empty shell right now and there's lots of ideas that still need to be implemented.

Still, playing HQA makes me feel weird.

I've looked through the emails from the Death List back then, and man, that was more than five years ago. Most of them have probably forgotten about HQS or lost faith. I have no idea what to do with those emails. I actually wanted to re-implement the Death List in some way, but what if it brings up bitter memories?

Or should I just ignore that? Ignore all the people who have already subscribed? Start from scratch? Maybe. That's still roughly 150 people on the old Death List that will miss it, most of them anyway. But who knows if they still care...

Halfquake Sunrise - May 05th 2009

A reasonable chunk of progress made on the fifth accident. The portal from HQ1 now falls through the ceiling and it looks alright. I started changing the ambience area to make it look like the sky is damaged with TV noise blinking in randomly. Also added the first few holes in the sky, the biggest of which sort of looks like a huge black sun, kinda menacing too. This area will need a lot more work, and it will seem to me like I'm not making any progress. But I'm sure in the end this will be a fun place to be.

Personal Halfquake - May 07th 2009

Ugh... I wrote a little function to insert rows more easily, well... It's not really easier, just a little uh... more complicated, BUT also clearer to work with. Like, if I ever add or remove columns, then I just have to delete that one column in the query object. Yep.

And I fixed an issue with the dropShadow function. It now recognizes images in its parent object, and then resizes itself when the images are loaded.

Incredible, isn't it?

ISN'T IT?

Fuck no.

But hey, I had fun!

And tomorrow - I'll go to the cinema with my friends Mike and BJ.

And we'll watch the new Star Trek movie.

AWESOME!

Halfquake Sunrise - May 08th 2009

Changed the noise texture of the fifth accident, and showed a few screenshots of the accident areas to BJ, which he thinks are "nice". 😊

Halfquake Sunrise - May 08th 2009

Just came back from the cinema.

Talked to BJ about HQS. Told him about the changed ending involving Somos. It was a bit hard to imagine, I think, but overall he seemed positive. PHQ gameplay was discussed as well, and I think I gained a new idea or two. BJ liked the idea that the story of PHQ and HQS are interwoven.

Asked Mike if it was okay for him if he said a few Russian lines in HQS, and he seemed to like the idea. He said for curse words he would have to ask his father. Also, he's only really fond of Russian by writing, so no uh, dialects or fancy stuff like that.

After the movie two friends and Mike left, and there were only BJ, his friend and me left. We sat down at a café and talked about TV Shows (Lost, in particular), and stuff like that. Was fun. Later, the friend said: "You're muddasheep, right?" BJ said that I have a bit of a reputation in his friends cycle. Not sure what exactly they know about "muddasheep", but it's interesting to realize that muddasheep is actually just a character for me which I slip into when being online. One of the many personalities I play during the day, I guess.

Oh, and Star Trek - was awesome.

Halfquake Sunrise - May 09th 2009

Stumbled upon a little problem with the accidents. I believe that implementing the accidents throughout the game will somehow break the flow, or have less impact on the player. I decided that it's probably better if the accidents happen consecutively in a quick manner.

I've updated the storyboard with a few rooms and prepared the last room in the eighth map for the fifth accident. I will throw a loading in there somewhere, when the player turns into one of the hallways to press a button. When the player returns - the portal flies through the ceiling.

All other accidents should happen before. Maybe also during the tower defence trap.

I don't know what happens to the dialogues that I've written for the accidents. Will have to take a look at them once again.

//Edit: Giving it some thought (five minutes!) I think I should start implementing the accidents starting in the seventh map.

Personal Halfquake - May 10th 2009

Re-inserted the code for phq_main.cgi because I realized that maybe I should really just go with the old code and simply improve upon it.

I've got the idea for shows noted down, like, you ready your traps and victims and click "Go on Air" and then you have to wait thirty minutes or so until you can change anything again and see the results.

Maybe it's better if I don't do this and just keep it the old way. Forget about the shows. Make it do everything automatic, twice a day.

I had the idea of making the show run instantly... But I don't know.

Hmm... What if... victims run through the traps constantly... Hmm.

Well, it would make things unnecessarily complicated again.

This is damn hard to figure out.

But - maybe the current system wasn't so bad.

And that is why I'm starting with the old code again.

Halfquake Sunrise - May 11th 2009

I did it!

I connected the eighth map with the fifth accident. This is pretty huge and it took some tinkering to get it right, but I think it paid off so far. I can go straight ahead tomorrow and connect with the tenth map, which is the end part with Somos. Details will be added later.

Or I can just start adding the other accidents to earlier traps.

I also listened to all of Nina's lines again and I must say I'm eager to hear them ingame, some of them are very well delivered.

Noted down another idea for ingame ads, which kinda make fun of Bioshock's ingame ads (which kinda made fun of the sixties).

Well, off to bed!

Watched Life After People today, really interesting stuff. Also read Exit Mundi again today after some time. Man, the stuff about how our universe is chillingly fine-tuned because some constants are just weird about how actually constant they appear to be... Good stuff.

More tomorrow. I hope!

Halfquake Sunrise - May 12th 2009

Oh boy.

Decided to look for a place to put the hammer accident. Good news: At least that worked out.

Bad news: Well, first of all I had to split the 7th level into two maps - which is not bad because I had to do that anyway (and I will have to split other maps in half as well as I'm going to add a bunch of details which will surely make the maps hit the limits).

And second: I found a major bug in the sequences after the morality intersection. If you save and reload while the platforms are turning - the platforms turn infinitely.

I'll have to make simpler platforms with a rotating door moving along with a train or something. It's not that bad, it's just that I really liked the look and feel of the current solution.

Oh well.

I found a good spot for the one trap which lets you see into the first portal room of HQ1. Basically I'll take a hallway in map seven and make a crack appear at the ceiling, you know, which starts and breaks down the ceiling and at the center point there's actually a whole junk of ceiling breaking away, revealing the room above. Should be quite simple.

Oh - I figured out a way to show all the holes I started mentioning in the dialogues (the victim falls into them and gets stuck). In the very first hallway there's a dark room to the left, I can use exactly that room throughout the game, make a hole in it and that's it. The Hole o' Starvin'.

Also had the idea of a kind of multidimensional map. A hallway with a row of buttons to the left. If you press any of them it actually loads you into the next map in which there are different obstacles - and all the buttons are on the right side. Press any of those buttons and you're back in the previous map.

I could add such a dimensional hallway. Should be fun.

So, tomorrow I'll add the second, slightly altered accident. Sounds doable.

My external harddrive somehow crashed twice for some reason. Can't listen to music from it, it seems. Happened to the old one as well. Weird. Probably a Winamp/Laptop/USB problem.

Watching movies is just fine though...

Well, off to bed.

//Edit: (one and a half hours later) I've posted a new screenshot on [moddb](#) and renewed the Death List, and added a new [farm news post](#) about it.

Bwah.

Sleeeeeeeeeep...

Halfquake Sunrise - May 13th 2009

Tried starting to make my soundbank for HQS, but failed. Recorded a new set of sounds before, hence the initial motivation. But then I had to install my external soundcard and it doesn't seem to like me much. Recording doesn't work for some reason. So, I sat around and wasted most of the night.

Listened to a new podcast17 episode today and there was one bit where one of the hosts (nopk - which is/was editor at planethalfife, the one who posted about Dying For The Greater Good more than a year or two ago) said - jokingly - that most of the time they don't care about the mod they interview, with a few exceptions. Dystopia was mentioned, then a pause. Then William, the creator of the podcast, said "Muddasheep...". Somebody of the guests repeated my nickname and then somebody else said something different.

It felt weird being mentioned like that. Completely in the background, as part of two exceptions. That's pretty high on a list, I think.

Which made me think - it's possible that due to my releasing a screenshot on moddb.com yesterday the next episode will have a mention of HQS. We'll see. But if William is the fan he seems to be, there's a high likeliness. They also seem to scout the moddb.com pages for Half-Life news, so there's another good reason this will happen.

Why do I care? I don't know. Publicity makes me feel nervous and I start to sweat and feel cold and sometimes even shiver from anxiousness.

So far the update yesterday has brought about 17 new Death List members, and 150 visits on the moddb.com page.

Nobody really commented on the posted screenshot directly, except for one guy who stupidly remarked about the fact that I seem to have added gray to my color palette. HQA was FULL of gray already. Pshh.

But whatever.

Halfquake Sunrise - May 14th 2009

After watching Lost season 5 finale, and talking to Less about it, I spent an hour implementing the second accident, and even improving it a bit. I didn't like the rock falling down to the ground, because well, it was just a train going down and not looking good enough. So I took the hallway and made a long crack in the ceiling instead.

Looks good so far. The blue light coming from the room above has to be hidden before the ceiling breaks, but I'll do that another time.



Yaddayaddayadda.

Finally seemed to fix the problem with my external harddrive. The USB hub obviously was the one making my laptop screw up the USB connections. I unplugged it and so far everything's running great. I can even listen to music off the external harddrive and map at the same time again. Phew.

Talked to Astrid today, she showed me her new amazing drawings and I gave some criticism, and praise. There were some really clean and awesome drawings, and she's starting to utilize colors now, which is great. We talked about the process of our work and we came to the conclusion that we both work the same way, she starts making rough sketches, and with HQS I do the same, I make rough maps, then I'll add details.

Talked a bit more about projects and stuff, told her what it feels like finishing a really big project (her project will take another year or so, she said). And I said that at first you feel like you lost something, you're feeling empty, you even feel a bit useless, without a project all of a sudden. But yeah, don't know if those words really reached her. Doesn't matter anyhow.

Halfquake Sunrise - May 15th 2009

Met with Darrn again today, talked about a lot of things, games, porn, women, presidency, etc. The chinese food wasn't so good today, and they closed up like after twenty minutes, so we walked around and sat on a bench the rest of the three hours total.

Naturally, we also talked about Sunrise. He said that he expects the atmosphere to be even better than Halfquake Amen, and that he keeps telling people about HQA because of the atmosphere.

Well, the way I imagine HQS, I suppose it'll be atmospheric enough. Don't know about his expectations.

But that's not what I should care about.

I should care about my feelings towards it.

Didn't really work on it today, but I think I found a spot for the fourth accident, the one where the player has to go through the repeat area of HQ1, and then into a life-death-exit room.

Listened to the Depeche Mode album "Exciter" most of the week in the car, and it's sometimes very close to how I imagine the HQS soundtrack to be.

And today on the way home I suddenly had a very clear song in my head, a 3/4 rhythm variant of the

Halfquake main theme, with a background guitar playing chords, while flutes played the melody. It sounded as if the finished song was playing in my head.

Don't know if it will fit anywhere, but I thought I'd note it down.

When I told Darrn that I'm rewriting PHQ he said "noooooooooo"... Didn't really give me a good reason for that, he just talked about me using Perl and why I do that and not utilize and learn a new programming language.

Well - because Perl is awesome, and it writes like a charm. It's FUN, fast and furious.

Going to bed now, driving to Vienna tomorrow. Looking forward to my girl.

Halfquake Sunrise - May 19th 2009

Three days break again, but of course I never stop thinking of HQS and how I should continue.

Today, I spent more or less two hours implementing the fourth accident into the game. I found a more or less good spot, had to turn stuff around a lot, and the accident needs another room from HQ1 or HQ2 to connect back to the main HQS. But other than that I'm surprised it worked as well as it did.

There are 46 people on the Death List as of right now. That's awesome and I feel excitement rising.

Got another bunch of death sounds by Tierro, too. Reminds me that there's still a lot of sound work to do.

Should meet with Kenti this week, will call him later, I think.

Other than that, I'm thinking about printing Meadow Mayhem, although it may be too late for that. At least, I would have a bit of stock for the future. I plan to make a shop and make it actually work, but I suppose it needs - whoop, just got another new Death List email! - a bit of an investment.

Come end of June, I may be able to invest a bit.

Need to look into possibilities of making CDs for HQS once it is released. I could then make a bundle with Meadow Mayhem and HQS, for example, and a drawing from me somewhere inside.

And don't forget t-shirts.

We'll see.

What's next for HQS? I guess, I should find a good room to connect the fourth accident back to HQS, because I would feel better then.

Then, I think I'll be able to walk through HQS and make the first todo list!

//Edit 23:07: Changed the wall texture of the first level, and added a door to the starting point. I want the sliding thingie, where people can look through to the other side, but I may need a different way to show that... Hm. Maybe make a spyhole in the wall?

Halfquake Sunrise - May 20th 2009

Spent a few hours ironing out some kinks in various maps, mostly in 3 and 4. And a long lasting error in 5 (the circulating blue thing at the chess field - it finally works).

Personal Halfquake - May 22nd 2009

After playing FF12 the whole day, I spent three hours on converting the first few database fields containing usernames to user IDs. I don't really know why I'm doing this, but I guess I just want this place to feel tidy from the inside before I can start adding new stuff.

Personal Halfquake - May 22nd 2009

Conversion is complete. I left out teams and team_members because that won't hurt anybody.

Still in garbage-collecting mode. There's lots of stuff that needs to be cleared up before I can add/change features.

But I'm still excited for this.

As somebody once wrote in a map of Halfquake Sunrise: I can.

Halfquake Sunrise - May 23rd 2009

Drew another trap idea while working at Kurt's ordi and thought about PHQ stuff.

Back home I drew an idea for the HQS website.

Also, for some reason there are a lot of russian people looking at Halfquake Amen at the moment, I had 420 unique visitors today! And Halfquake Amen has been downloaded more than 600 times this month already.

Something is amiss.

I posted a link to Meadow Mayhem yesterday in a comment to an IGN article about downloadable music ("Download this!"), but that's hardly the cause for the traffic. I've gotten a referrer from a russian torrent site and a few other forum threads containing Halfquake Amen links.

All the more reason to get Mike to say something in Russian!

Halfquake Sunrise - May 24th 2009

Back in Schallerbach.

On the train I've noted down some ideas for the Halfquake Sunrise shop, which I would like to see opened upon release. I also started writing a todo list for HQS, mini stuff that needs to be done. I'll try to start working on it tomorrow. Either that, or maybe some soundtrack stuff. I've dusted off my organ and played a bit, also played my acoustic guitar.

I've received 1000 euro from the finance office! O_O I've ordered a microphone stand, a flute and a harmonica. Can't wait to use those for the HQS soundtrack. I also played with the thought of buying an ocarina, but... it just sounds very similar to flute and is harder to play. It's a lot cooler, but yeah. Inefficient! Nobody sees me playing the ocarina when listening to the songs. So whatever.

In Wels the train to Schallerbach was kinda... left out today, so before I had to wait for an hour I called my mother and she picked me up. Wels was weird. A few meters away under the trees I remember walking to the bus with school friends. The area has changed a bit with the new train and bus stations, but the nostalgic warm fuzzy feeling still remains.

I told kowi yesterday that I will record the Somos part and we're done. God damn, man, this has been going on for like, more than a year or something. I'm not even exaggerating.

I quickly recorded the Somos part and another part which kowi had forgotten and I'm now ready to upload the Halfquake Amen videos to YouTube. Fun.

All videos make up a total of approximately 149 minutes, 2 1/2 hours so to speak. Not bad. In the podcast17 recording I said that I wanted to double (actually I said "I want to twice it" and I could still slap and kick myself, argh) the amount of playtime for HQS. I probably won't get five hours, in fact I believe 2 1/2 hours is exactly what HQS is going to be at.

We'll see once it's done.

But for now - you guessed it - I gotta go to bed.

Personal Halfquake - May 25th 2009

First real hot day, I think. It was almost unbearable in the office.

But anyway, I spent a few hours on revamping the PHQ 5 forum, and even started implementing the farm layout!

And I fixed something in the menu, so that menuparts can have any label that is desired. Even learned a new trick for regular expressions that way.

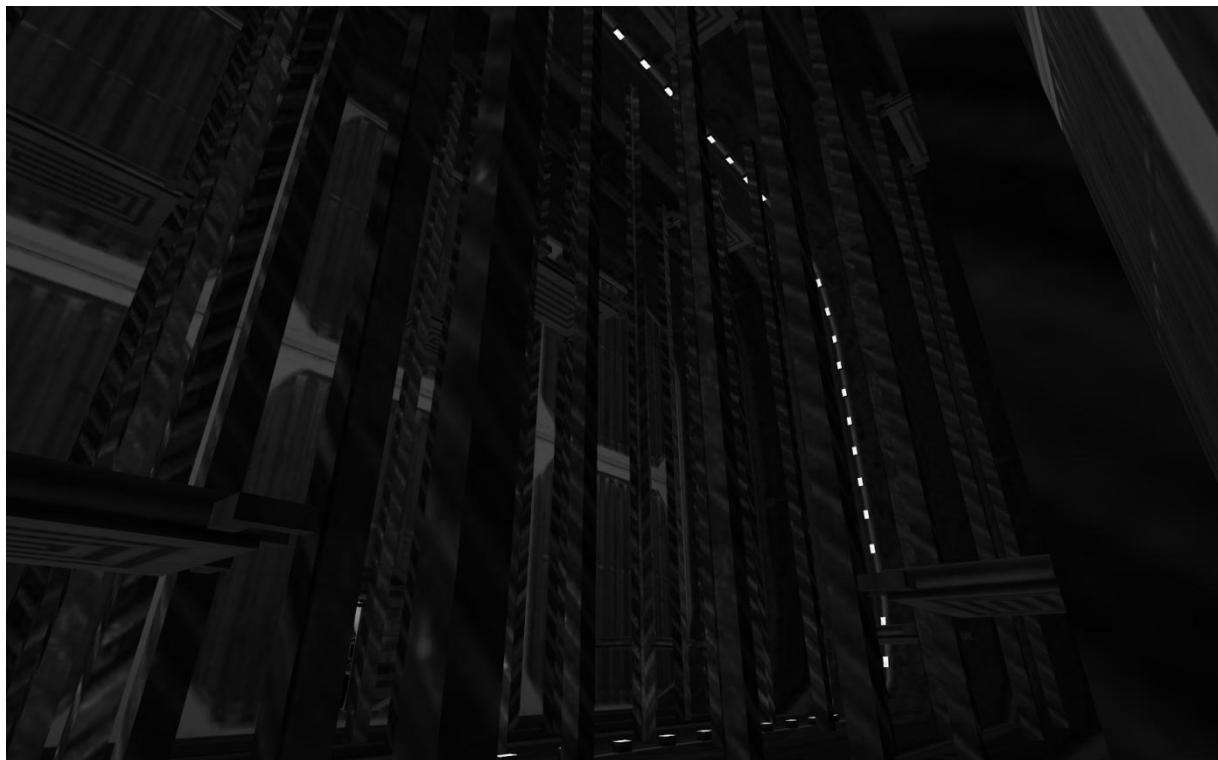
Phew.

Now enough of this senseless crap.

Back to HQS.

Halfquake Sunrise - May 25th 2009

While folding paper for Kurt's late girlfriend I've had the idea for a trap (yes, I know it's macabre) - which I probably already wrote here about, and which I've implemented today right after the fourth accident.



I have to say, it plays nicely. It took a bit longer because the transition from Life/Death/Exit room to the new trap had to look natural and exploded. In a way.

Also hit another limit in the map. Grrrr. Found a way around it, but I'm sure I'll hit the limit again...

I've uploaded another bunch of Halfquake Amen videos on YouTube. Only a few more to go.

I think I had another thing I wanted to talk about, but I forgot - so I'll go to bed then!

See ya.

Whoever you are.

Halfquake Sunrise - May 26th 2009

(May 27th)

Yesterday evening a storm raged above Bad Schallerbach, causing a power cut that lasted for about an hour or so. Suddenly, I sat in complete darkness. I went over to my bed, searching for my mobile phone and turned on the flashlight. I expected a creature with a distorted face to look me right in the eyes the instant the light pierced through the darkness - but it was just my - admittedly messy - room around me. I went down the stairs and met my mother. She lit a few candles and we sat down at the table and talked a bit about everything. I took a look outside the kitchen window twice and saw soft candle light in a few other houses, surrounded by creepy darkness. Not even the street lanterns did their work.

The power went back on, so I withdrew into my room and fired up Hammer to work on HQS a bit.

I didn't get much done, unfortunately. I added a few static spikes to the Patience Ferry, which I'll animate today.

So hopefully I'll get more things done today.

I've listened to a few podcasts by the guys from Halfpixel, and in addition to their book "How To Make Webcomics" the podcasts really give me some great ideas on how to market my stuff. Motivation and organization ideas are there as well, but I've already learned the important lessons about those topics myself. The hard way, so to speak. Still - it is good to hear a few ideas spoken out aloud by somebody else. Kind of gives me a feeling to be among people of my kind.

Which sounds arrogant and strange, probably. But... there are not many creators around me that I can talk to about that sort of stuff. I really wish I could meet those guys and maybe even make friends with them.

It seems odd for me to say this, but I feel we're on the same level, even though their success highly outmatches mine.

I have a feeling though that 2009 will direct a lot more people in my direction. I've got to be well prepared.

Perhaps there is money to be gained here as well.

I've sent 50 dollars (~35 euro) to Legion, who needs it to buy a power supply for his computer so he can continue making his Halfquake movie. He told me that he's in finishing stages. Well, having a bit of money on my account right now - why shouldn't I give it to him?

He is, after all, one of my most loyal long-time fans, and a friend as well.

//Edit (like four hours later): I forgot to mention that I started getting comfortable with Samplitude because I suddenly had the urge to create music for the crane trap. So yeah. Back to HQS now!

Halfquake Sunrise - May 27th 2009

I tried finding a solution on how to deactivate quicksaving and quickloading. After a while I actually found a solution, but there's still a little workaround for people to use. They can't hit F6 or F7 anymore - but they can write "save quick" and "load quick" into the console.

So - I think I'll leave it be. All func_train, I think, suffer from this bug that makes the objects moving with trains move further when saving and loading at a certain time. But - I think it really is too frustrating to remove that function.

Noclipping and godmode, however, will most definitely be removed. Plus, that shouldn't be any problem at all.

It's amazing how much time I've wasted again today. I don't even remember what I did all the time. I do have a bad habit of checking the farm news and my email too often recently. Which leads me to another thing.

I'm starting to get nervous and feel pressure. I need to take another step back, but I'm not sure if this will work anymore. Sometimes I get this flash that what I'm creating here will be viewed by 1000, maybe even 5000 or 10000 people. I shouldn't think about something like that, but when I do, it kind of paralyses me.

I need to scale back a bit in my head. Solve one problem at a time, add one trap after another, climb the mountain step by step.

At 11pm I get nervous because I need to sleep more. I'm so tired. I think age is really starting to show its signs.

It's midnight and I should go to sleep.

Well, at least I didn't do nothing, of course. But not enough either.

Then again... I'm merely a human being.

It's almost June now.

I've spent roughly 32 hours on Halfquake Sunrise this month. That's alright, it's more or less one hour per day.

Seven months to go, that's 210 days, which means maybe 250 hours.

Hm.

On Thursday next week BJ and I will visit Mike and we'll record some stuff.

I hope this'll turn out well.

Halfquake Sunrise - May 28th 2009

Damn it, I'm tired.

I met with Darrn and Chappi again today and it was fun!

I came up with a bunch of ideas during work for the one trap which, you know, uses a train/door combination to make the platform move around a wall in a half-circle. The problem with that is that when the player quicksaves and loads while the platform is rotating - it keeps on spinning.

So yeah, I had three ideas on how to fix it today. And none of them worked.

Bah.

I will have to simplify that stage after all. I have a simple solution at the ready, but man, it just won't let me rest.

The other idea I had today at work was basically an old idea, but I've been reading the Spirit of Half-Life entity guide, and I noticed that there was an entity to trigger footstep sounds. My idea for adding a room that is absolutely silent, no matter what you do, can finally be easily made! Previously, I thought I had to play around with material sounds and everything, but that feels a lot safer. If in the game suddenly the sound is gone, I assume people are like, what the hell is going on? Only to come back all of a sudden again. Or maybe I'll make an explosion and from then on you're deaf or something. Woah, that's actually an awesome idea. I'll write that down.

Yesterday in bed I had two ideas, one for PHQ to make it real simple but add a button to go into advanced mode, which gets you higher income, but you have to work harder for it - AND another idea for my magazine.

I don't think I've written about it here yet. I have the idea for a monthly magazine and listening to the podcasts by the halfpixel guys I realized I should just fucking do it. I had a bunch of ideas yesterday, and yeah, another one in bed.

I'm very much looking forward to creating it - but of course, for now, HQS is my main priority.

And, yes - sleep.

Halfquake Sunrise - May 29th 2009

Phew! Now that was a day of hard labor!

In my mapping session I've mostly worked on the fifth map, especially the patience ferry.

Afterwards I've finally begun to create my soundbank. I've spliced the first few tracks into 173 files

already. Woah, I mean, no wonder I'm feeling really drained now.

That was almost six hours of work today. Not bad, not bad! Next week will be a recording session with Mike and BJ, so things are coming together in the sound department.

I've listened to the latest podcast¹⁷ and I was quite surprised to hear them mention Halfquake again. This time, one of the hosts (nopk) asked: "What was the last single player total conversion mod that you truly enjoyed, besides Halfquake?" And then William said that HQ wasn't a total conversion, which nopk denied again and then said: "Can we just agree that I'm right and move on?"

So there it was again. My mod. My world. In the mouths of total random strangers.

I think I don't even really comprehend what that means. Halfquake Amen has been downloaded close to 1500 times this month again. It is staggering, but also somehow I'm unable to grasp the actual meaning of all of this.

I do feel a bit more nervous than a month ago. But this is only driving my motivation upwards like a rocket. At this rate though I'm gonna kill myself with work.

Anyway... There may have been something else I wanted to talk about... But I forgot.

I just want to add that Brad Guigar from the halfpixel guys is my most favourite of them. They all have made it this far, but Brad is the absolute salesman, and I've learned a lot by listening to him and the rest of the crew.

Man, I wish I could sit down with those guys, and talk to them not as a fan, but from creator to creator.

But I guess first I have to kick up my world a notch. Or two.

Halfquake Sunrise - May 30th 2009

Today was my father's birthday, just so you remember next year!

Anyway, on the train to Vienna I came up with, I think maybe seven new dialogues for blackjack, jazzymike and me. Maybe more. Got a few more lines for jazzymike alone as well.

Gave a homeless in a wheelchair five euro on the Vienna trainstation. He moved his right hand hovering above his heart, looked at me with a smile and glow in his eyes and thanked me. That was heart warming and wrenching at the same time. "You're welcome," I said and smiled back, warmly, moving along, putting the other 30 euro back into my pocket, feeling bad that I didn't give him more.

Wonder what he's doing all day... Truly a depressing train of thoughts.

Time: 00:07, May 31st.

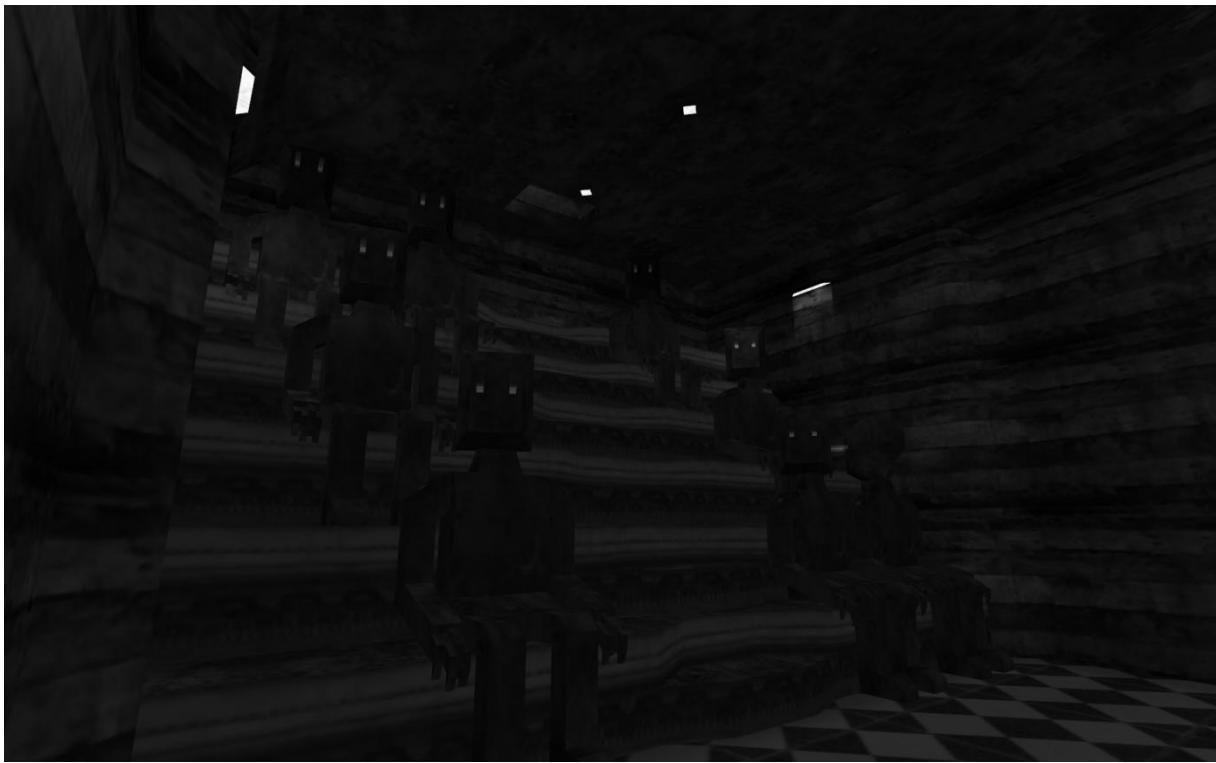
Halfquake Sunrise - June 01st 2009

Added a crane overview and four symbols and a few visual additions to the surroundings to the fourth map, and fixed the ferry ride in the second map - although there might be an error to fix since the player apparently can get stuck inside the train.

Watching E3 now, if the stream would work. Excitement!

Halfquake Sunrise - June 02nd 2009

Before the Nintendo E3 conference began I added a few visual things to the seventh map, started adding the "robots" or whatever to the morality intersection.



Time: Midniiiiight!

Halfquake Sunrise - June 04th 2009

Visited Mike with BJ and I quickly showed BJ the new dialogues that I've written for us three. Then we went to see Terminator Salvation. Very entertaining.

Afterwards we went to the bus and my bus was already there, so I didn't really say goodbye to them, and I thought BJ was coming with me so, uh, and Mike asked me if we should record the stuff tomorrow, but I already had to go - it was really awkward. But anyway.

Will probably record all the stuff next week or sum'n.

It's always very interesting to see BJ's reaction to my scripts, but overall he says he expects this to be a lot of fun to record.

Anyway, lots of Blurays arrived today, so we'll watch one, I guess.

Time: 23:03

Halfquake Sunrise - June 06th 2009

Improved the second map. There was this hallway and the "pyramid" room, which I found utterly ugly, so those have been changed for the better (I hope). Also changed the incredibly fast train (now it always faces the way it moves), removed its button, and decreased its speed slightly. A few other things were changed as well. And that's all for today.

SonOfMan wrote a story from the point of view of a Chosen Victim, and it's awesome and inspiring. Can't wait to expand the PHQ story.

Halfquake Sunrise - June 07th 2009

On the train back to Schallerbach I've continued writing the Big HQS Todo List, since most of the previously added notes have already been implemented.

I'm getting more and more excited every day. Tomorrow I'll get my microphone stand and my new

instruments, so making music is definitely on the horizon now. But I'll probably be in Vienna the next two weeks and take care of Auri, so music will have to wait, I suppose. Or I will start tomorrow. But I'd have to continue making the soundbank first. We'll see what I'll feel like.

Sleep...

Oh, just for those who care: I took the wrong tramway today to the Westbahnhof. Suddenly, it took a turn to the left. And I was like, "huh?!" But - there was a building site near Westbahnhof, so I thought this time they actually have to drive around it. After the next station I saw that I was in fact in the wrong tram. Bah. I got out at yet another station and walked the way back and took the 18th to Westbahnhof. Finally.

Saw the beggar from last week again, didn't give him anything though... Felt weird. I mean, I'm not responsible for him, I can't give him 5 euro every time I pass him. But still I feel bad.

At the train station in Wels the grass and the sky and the sun looked especially beautiful today. It had just the right temperature as well. A perfect moment. I realized again what a shame it is not being able to see clearly without my glasses. Hm.

Halfquake Sunrise - June 08th 2009

That was a pretty fucked up day. Car broke down again with the same yellow light as last time or something. Got my microphone stand and hurt my left hand with the scissors, and then my second hand with the stand itself - with dark blood appearing out of the small wound. Now both my hands hurt. Terrific.

Mother offered me her car and we drove around for a bit. Was really thankful for that. This is not a given.

The microphone stand doesn't even fit with the claw that holds the mic. Gotta order a little winding to make it work. I'm sick of putting my mic in weird positions and places just so I don't have to hold it. I ordered a stand, now I want to use it to its fullest potential.

Anyway, the rest of the night I tried finding a solution for the turning platforms in the 7i map. I've tried func_trackautochange, and ALMOST got it to work with a combination of a func_door_rotating and a func_rotating, but the HL engine is just too damn stupid. Then I thought of confusingly complex stuff to rotate the platform continuously in one direction, but I just can't do it. This is getting out of hand. I still can't let it rest. This fucking piece of crap just has to work somehow...

I should just fix that part with simple workarounds and forget about the wonderful curvy platform movement. Sigh.

Got fresh strawberries today with a Yoghurt. Yum. Plus, the sky was awesomely dark the last few hours of sunlight.

That's it I guess for today. I'm tired.

Halfquake Sunrise - June 09th 2009

Made a texture of my eye, a closed one and an open one, and in the room where you have to turn around quickly to activate all buttons at the same time I replaced the buttons with said eyes. Also added my eyes to another trap in the sixth map.

I've recorded and cut the words needed for the Word Machine, which will be added before the room with the Insanity Speed Train™!

I accept stupid snakes!
We must hand childish people!

There's lots of fun already to be had!

Going to bed now though. Will drive to Vienna tomorrow night and stay there for two weeks.

//Edit: Oh yeah, I think I finally have a good idea for PHQ, or at least I'm getting somewhere. Basically, there are two modes: Basic and Expert (should call them something funnier, or maybe not). Basic mode is the default mode, and it lets players buy regular traps (depending on level, like the old days) and

contracts (depending on Fame), click on "begin show" and two hours or whatever later and it's done. Expert mode lets players use Trap Placement, Trap Crafting, Product Management (create your own victim package designs, trap designs). etc., and they get a higher income (and if they work really hard maybe some bonus XP). People can also buy player-made traps and player-sold victim packages at the black market.

It sounds alright, I guess. Still needs a lot more thought though.

Halfquake Sunrise - June 10th 2009

On the train most of the time was spent on proof-reading a colleague's new story, which was a fairly good read.

Then I spent half an hour going through my HQS file, thinking.

Personal Halfquake - June 11th 2009

Added a few things to the Organizer that have been suggested by a colleague (who's using the Organizer as well).

Tomorrow may be a big day for HQS - I'll be finally recording dialogues with BJ and Mike. Good times.

Halfquake Sunrise - June 12th 2009

Visited BJ and then Mike afterwards to record all of the dialogues that I've written down so far (well, BJ helped writing the end dialogues for him and myself).

Lots of fun and now I'm tired! Came home at around half past 11 pm I think.

Halfquake Sunrise - June 13th 2009

At the second intersection (in the second map) I've added a trap with lots of rotating stuff, and connected it back into the room, which will probably feature the Word Machine.

Had to split the second map into two maps, so now I'm at ten maps. In the end I'll probably have twelve or thirteen, I guess.

Personal Halfquake - June 15th 2009

Created a new sitemap for PHQ 5. I think I've got it now. It's simple enough for most users, I hope, and those who want a more rewarding/challenging game can change into Hardcore Sadist Mode. And they can change back if they wish.

And Chosen Victim is optional anyway.

Thinking a bit about PvP now. I guess it's possible to let people attack each other again as usual. With creatures built as defense. And maybe even add a defense item to the Items list, so people can build up a wall or something.

We'll see.

Halfquake Sunrise - June 15th 2009

Had an idea yesterday when I was already in bed on how to fix the platforms after the Morality Intersection. It was quite simple actually. Just use a train and a rotating door, and screw the total 360 circling. I'm SO relieved that I still have at least half of the original system for that. I just love that round movement and I'm glad I've waited and didn't remove that part.

Then I've changed the Morality Intersection room itself a bit to make it look more like a game show of some sort, and I worked more on the robot audience, which even stares at you when you walk down the

stairs.

I added some lights for the hallway where the accident before the Morality Intersection takes place. One texture is still blinking there, so I might have to do a little magic trick with env_render.

Then I went back to the very first map, added two additional dark side rooms, fixed a wall texture in the long hallway and implemented an idea that lightsources might still be bright white, but don't actually illuminate anything, so the white spots continue but it gets pitch black, sort of like a reference to HQA, in a way. I will probably use that effect later again, simply just turn off the lights and let player move around with only the light spots as guidance.

Changed another texture and that was that. I had another playtest through the first two levels and it feels good so far.

Somebody at moddb wrote a comment, saying that he wants assurance that the project is still in production. We should at least say, "This is not dead." And that's what he got.

Time: 20:47

Halfquake Sunrise - June 16th 2009

Updated the first, second and seventh map with a few texture fixes, a little trap in the first map, and a sentence on the wall of the easy part after the Morality Intersection.

I'm a bit worried running the game on Steam. A few minor glitches have appeared, like yesterday I couldn't move from map 2 to map 3, and saw some letters at the Morality Intersection colliding with each other. Hm.

Well, we'll see.

Posted a new screenshot on the moddb profile. Actually feel kinda bad about it now. Bleh. But I have to put something out there, I guess.

//Edit: Added another seven new textures, because I'm cool like that. Actually, I just wanted to add another bunch of textures because I felt like I needed more diversity. Again.

Halfquake Sunrise - June 17th 2009

Spent an hour or so trying to find out again how to get the old loading screen back in Steam - and I finally figured it out: You have to write "singleplayer_only" as the type of the mod in the file liblist.gam. Sheesh.

I'm very relieved this is solved. Now for more important things.

//Edit: Fixed the Morality Intersection display (was kinda off when playing HQS in steam) and added a "We" to the easy part's display.

Then I sat down with Auri and she helped me come up with a better selection of words for the Word Machine.

//Edit again: We decided that it wouldn't be a good idea to let the words be spoken by a live person, so I quickly made a machine-generated string of the words. Feels better now. And it's a word machine anyway. Duh.

Halfquake Sunrise - June 18th 2009

Sliced the wordmachine soundfile into separate words.

Apparently, wave files exported from Samplitude and then converted to Halflife format (8bit mono) kill the Halflife engine. The sounds get played, but the game hangs when it has reached the end of the file. Weird.

Also had an idea for a different ending. I'll probably add another two or three regular traps after the last accident, then throw the player into a huge array of halfquake traps, through which Somos is hunting the

player and you have to kill Somos by activating ... stuff. Lasers or something. But I think that's a lot better than what I had in mind before.

Also, once Somos explodes, I can fall back into the previous ending. Falling through various old traps, evading stuff falling from above, fade to black, load, credits.

//Edit: Altered the level change from 2 to 2i, copied a visual alteration I made in map 2 to map 2i, and found out why the level change from 2i to 3 didn't work anymore (wrong map name in map 3).

Don't know where to go next, I mean, there's still the right path of the first intersection to do, and I need to think about the new maps after the last accident some more before I can continue.

I'm hitting a block today, it's hot and some guy's listening to real fucking loud music. Gonna watch Due South or a Bluray.

Personal Halfquake - June 19th 2009

Started removing the class system and merging most options according to the new sitemap.

So, no more Trap Crafters and Contracts Sellers.

I've also completely revamped the items page, which I think looks a lot better now!

I'm only half-way through the conversion/merging, so I'll probably continue tomorrow.

Feels good to have a break from HQS right now, need to think.

Personal Halfquake - June 20th 2009

More PHQ stuff done, Auri's friend was here, so I basically had the whole afternoon for myself. She stayed a little longer than Auri and I had hoped - so I had even more time! And now I'm hungry.

Anyway, I've done a LOT in the past few ... eight hours. Holy crap. I've removed TC/CS classes and merged all functions everywhere, everybody can craft now, buying traps has been changed, product rating has been updated so now individual products can be rated, and I've fixed various small issues and improved a bunch of minor visual stuff.

And the awesome thing is - I'm probably not even half-way done!

Getting food now. HUNGER!

Halfquake Sunrise - June 21st 2009

Added another room to connect the right path of the very first intersection to the next trap. I've hit the max brush limit again, but got rid of it after converting a lot of stuff into func_walls. For the new room I utilized an old escalator idea I had, which looks fun, but the player also dies very easily if he/she walks around fast. Oh well. At least I got rid of the error, that after save/reloading the trains stopped working.

Actually, there's an idea to fix the one armed bandit random death machine (by using func_tracktrains instead of func_trains).

//Edit: Went ahead and fixed it. Awesome!

Personal Halfquake - June 22nd 2009

I don't even know how long I've worked on PHQ today, but I've done a lot of stuff on my todo list, and lost a bunch of nerves again.

The main thing I did today is the Hardcore Mode. The new trap kills calculation took some time to test and work out.

I'm having doubts as usual, if this Hardcore Mode even works out, but I'm sure I'll find out soon enough...

//Edit: Stayed awake another two hours and reworked the bazaar, added overview and stuff... Now I'm tired. Seriously.

Personal Halfquake - June 23rd 2009

Worked another gazillion hours on PHQ, mostly AJAX stuff. I can now BLAHBLAHBLAHBLAH nobody cares.

Bang!

Personal Halfquake - June 24th 2009

More PHQ stuff, even though I've only slept like three hours. The security door guy visited us at 8 am in the morning, so I had to get up at 7 am and couldn't sleep earlier than 4 because of coffee.

Anyway!

Basically I'm feeling like a walking dead today, so I kinda skipped worked and only clicked on the internetz and did a complete overhaul of the PHQ profile section. Which looks a lot better now, dare I say.

Thinking about HQS in the back of my head, trying to find a way to get out of the ambience accident area with style. Once that thought process is complete, I will return.

With style.

//Edit: Just saw a reply by Kowi to the latest Farm news entry, saying that he doesn't expect HQS to be released this summer. He expects it to be released in summer 2010. Thanks, man!

God damn it. Now I want to finish HQS even quicker, just to shove it in his face. Tomorrow! LOL! >_<

Personal Halfquake - June 25th 2009

Worked a bit on the profile page again and added functionality for executing code before the content is thrown out.

Having problems with how to continue in HQS. I know that I'm gonna put an exit cell in the ambience area, and there should be a room from HQ2 and then connect back to two or three regular HQS traps. But what room should I use? Simply a broken room of twenty death choices with a hole in the ground maybe? And playing the speech like a broken record?

Hm. Yeah. I guess that feels good.

Yep.

Okay, I'll do that.

Oh yeah, I finally found a program to record my whole desktop: CamStudio. I'll record a mapping session with it, I want to see myself work and of course, it's a bonus feature for the fan CD. Err, DVD.

Going to bed now.

Personal Halfquake - June 26th 2009

Minor visual stuff in Profile and Personal Menu section.

I actually wanted to re-do the Personal Links now, but I think I need a break from this. And work on HQS.

Halfquake Sunrise - June 28th 2009

Aaaaaaaand... I'm back in Schallerbach.

Michael Jackson is dead. And my uncle Walter died as well. Funeral is on Saturday. I didn't know him that well, but he's part of the family and ... Okay, I admit it I've been an ass and didn't really visit him at all. Not even when he was in hospital, in his wheelchair, after his strokes. No. But I remember him from the visits earlier in my life. His house, his wife, ... His money... And his adopted daughter.

For me he probably is a bit of a distant relative, but he's still a relative and I wished he were still alive. Naturally. But - as far as I can see that situation, the last few years have been a pain, so it is probably better this way.

In any case...

Auri's mother's cat is also close to dying. Let's hope he makes it.

Sigh. So, a bit of HQS news now. On the train home I've conceived a plan for the rest of the game. Add eight additional traps, then the fight against Somos. I've planned it out detailed enough, so I can work through it as fast as possible. If all goes well, July should mark the end of overall mapping. Then I'll start adding sound and music and lots of additional details.

December 2009 release is still looking possible, yet time keeps being my enemy...

Anyway, at home I watched Fast & Furious Tokyo Drift and then started with the transition from the last accident (ambient area) to the room of twenty death choices, which will lead to the first of eight traps.

The show must go on!

Time: June 29th, 1:43

Personal Halfquake - June 29th 2009

Revamped the Personal Links section. Selecting the icon is still unfinished, but I'll do that later.

Yesterday Wolfgang and my mother came home while I was learning Japanese history with Auri through Skype, and I went down and saw water running outside the house. We quickly started moving things up from the cellar, but water started coming in from below! When the water level came closer to the power outlets I told my mother that we had to go up. We saved what we could save and then retreated. The water continued to rise to about half a meter.

It was a long night. The street was like a river, with water reaching as high as my shanks. When the fire department arrived at our house and pumped out the water, we began moving the water with brooms into a hole.

At half past three in the morning my mother told me I could go to sleep, and I took a shower and lay down.

Today, I surprisingly was fit enough to drive to work after maybe two and a half hours of sleep.

So, here I am now. We'll see what I can accomplish today... (June 30th, 9:30)

Personal Halfquake - June 30th 2009

Finished the Personal Links section aaaaaaaaaand I'm wondering how I did it since I think I'm not able to count to three. Right now.

GOODBYYYE!!111

Personal Halfquake - July 01st 2009

I've uh... done a few things, I think. Oh, yeah! I repaired the budget overview, the statistics, list of other users. And fought against organized crime of Encoding. I HATE utf8 and all that crap. Why are there so many different formats? I mean, somebody at the beginning screwed up. Majorly.

Anyway.

Halfquake Sunrise - July 01st 2009

Worked on my soundbank. I'm at 329 sounds now. And I'm dead. I'm so tired I don't even know my name anymore.

Oh yeah, a fan talked to me on skype. At first he didn't believe it was really "muddasheep". Because, he said, a lot of celebrities have fans making fake accounts. Bwahahaha. Celebrities.

O_O

Anyway, talked a bit about Halfquake and stuff. He said his friend told him the first Halfquake is a lot worse than Amen, and if he should play it. Told him that if he wants to see me developing my skills and style, he should go for it. Didn't I handle that well? Huh? Listening to the webcomics weekly guys really helped, I mean I handled such stuff before and I handled it well, but I'm a lot more conscious about what I say, especially to "rude" stuff like "your previous game is far worse".

Anyway. 329 sounds. Listening to them in Winamp now. Fun!

AAAAaaaand I had several ideas for songs for HQS, it's slowly manifesting in my head. Lyrics and melodies.

It's coming together.

Now I need to save the sound files and... fall to bed. Quickly. Because I'm dying.

//Edit: Oh yes, Auri decided to go work at her uncle's ordination. This is awesome. Really. I'm excited.

Personal Halfquake - July 02nd 2009

I've worked all day on PHQ, while feeling like... shit! Yes, I said it.

Uuuuh, what have I done... Hmm. I cleaned up some stuff in the profile section again, altered the email changing option (added activation codes, instead of throwing the player out of the game), removed the requirement of [profile] in the menu code (it gets displayed automatically if not present), added support for icons of Personal Links in menu, fixed PHQ Browser, re-added statistics and rankings to the index page, and started implementing the new attack options.

It's getting somewhere! Not sure if I'll use the "Show" idea, I'll probably just leave the PHQ days in. Gotta save time whenever I can!

And now - back to slicing sound files for HQS.

Halfquake Sunrise - July 02nd 2009

I sliced ALL sounds and ALL dialogues. The dialogues need more refining and sound effects, but this is a huge step forward.

In total I have almost 16 minutes of dialogue, which is far less than HQA had, I believe. I need to get 30 minutes... Hmm. We'll see.

Now I'm half-dead and I feel even shittier than this afternoon.

Gonna go to bed.

Good night.

Personal Halfquake - July 03rd 2009

Improved articles section and prepared the arrival of themes support.

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Now back to something worthwhile.

Halfquake Sunrise - July 03rd 2009

I've begun with improving the drum samples Task has sent me a while back (must be a year by now), then I threw a few samples together to create some drum loops.

However, first I've noticed that it was too slow for the lyrics I wanted to record, and then I realized that Samplitude automatically puts the volume control of samples at the beginning a few inches inside, which means it cuts off the start of a sample slightly. By default. I have to move the volume slider out every time I drag in a new sample. I didn't find anything in the options either.

Then - if that weren't enough - I've recorded a guitar melody, only to realize that Samplitude records off sync. Not only off sync, but it somehow gets slower even if you play exactly by the rhythm. There's a "sample offset" option, but it doesn't really work.

And THEN I found out that it's not Samplitude's fault, but simply the fact that I'm using an external soundcard to record stuff...

I've looked through the manual but found nothing. It just offered the sample offset solution, but again, that didn't have any effect.

I'm a bit tired now. And I mean it in the broader sense. I could simply buy a new machine for 300 bucks or something like that, but I don't have the money right now... I need new clothes, too, so...

God damn it...

Articles - July 03rd 2009

Wrote an email to the guy at Cactus Software. A lot of people compared HQA with his games, and I had the idea to interview him a few months ago, and now, since yet another fan (who's contacted me through skype) told me about Cactus Software, I had to strike.

We'll see if he bites.

Personal Halfquake - July 04th 2009

Funeral was impressive with the choir and everything. Even the mayor was there to hold a speech. Walter was a well known guy. In his town.

Anyway...

In the train I didn't really do much, I was just too tired. Read the News magazine and then I came up with a few lyrics for the song I've tried to record yesterday. I've added another few lines in the tramway (which I think I've never done before).

Weird day. Argued with Auri in the evening. Cried because... well, stress, I guess.

Meh. It's better now.

Going to bed soon.

No response from the Cactus Software guy yet.

Time : 00:40

Halfquake Sunrise - July 05th 2009

Thought very long about the next trap with the descriptive walls and such, and I keep having the - admittedly simple - melody of the lyrics I've written yesterday in my head.

I noted down a few of the ideas for said trap in MS Paint, so that I can draw them out on paper in the coming days.



Personal Halfquake - July 05th 2009

Continued working on the new attack options.

Personal Halfquake - July 07th 2009

I've re-drawn all the menu buttons for the startpage of PHQ. It looks better now, I think, and hope, and I've used a lot more time on this than I initially wanted to. But the startpage is important, of course. It either hooks people or shoots them in their eyes.

I'm aiming for both, naturally!

HAHAHAHAHAHA!

Anyway, back to work.

Halfquake Sunrise - July 07th 2009

Drew the decorations for the, uh, "brainstorming room", basically room full of random doodles about trap ideas. I think it will be fun! Only need to actually convert the scanned image into textures and put it into the game.

Halfquake Sunrise - July 09th 2009

Made textures out of the scanned image...

Halfquake Sunrise - July 10th 2009

The brainstorm room is almost done! It was hard to start mapping again, but as usual I got into the flow once I've fired up Hammer.

I'm not having as much doubt as I had the last two days about the brainstorm map, which is good. Auri seems to enjoy it as well!

Now back to Sopranos. Or Monkey Island 5.

Halfquake Sunrise - July 12th 2009

In the train back to Schallerbach I looked through the todo list again and then wrote the lines for LupusRex involving free cookies!

Then, after a spider walked over my left foot and I had to vacuum-clean the room - I finished the brainstorming room, thanks to auri cheering me on. (I think I wouldn't have done anything today... I'm so tired.)

So, that's that! Tomorrow I can make a progression to the room with the word machine.

And pray that all the six or seven traps fit into the same map.

Personal Halfquake - July 13th 2009

Added news and polls to startpage. Not much else!

I've changed the page titles of the farm page, so they actually represent the content in a way. This should make it easier for google to find. And it helps in the bookmarks too!

Halfquake Sunrise - July 13th 2009

Thanks again to Auri, I've continued mapping for approximately four hours! I've added the basic word machine room, and even the next room with giant pushables. Looking good so far, and I bet I can do another two rooms tomorrow (they aren't very complicated).

I will probably need a new patch of textures though. I'm addicted to new textures, it seems!

Oh well!

I'm incredibly tired, and tomorrow I'm holding a flash seminar... Yuck. I'm not even prepared yet. But who gives a crap...

Not me!

Nameless sent me two songs for the HQS soundtrack, and I'm surprised at how good they are, well, Escapism is incredible, and "Just For Me" is very funny, but I don't know yet if I can put it anywhere in the actual game, or just add it as a bonus download.

Either way, I'm excited to finally start working on the soundtrack myself, but I've told myself that it would be a good idea to first finish mapping. It should be possible in July. Well, maybe excluding Somos. But I'll try hard.

Very hard!

Oh yes, [I've recorded twenty minutes of my mapping session](#), building up the first draft of the word machine. It looks awesome, but I'm having serious problems mapping while being "filmed". I can't really experiment that way. Feel kinda restricted. But I will probably make one or two more, just for the fun of it.

Halfquake Sunrise - July 14th 2009

Added another room, motivated by Auri again! This time [I've made the dynamic maze](#), it took some time though, and I made 78 func_doors and I even needed an excel sheet! But I think it was worth it, it's extremely claustrophobic walking around in there, and slightly confusing, too. I noticed though that it's similar to the other maze I've done earlier (I think last year, HAHAHAHA), but the gameplay is very different. So yeah.



Anyway! More traps tomorrow, I s'pose.

Flash seminar was alright, kinda didn't do anything the last hour, and 45 minutes before it was officially over we packed our things and left!

And to think that there are two more seminars left to hold... Meh. At least they're fun!

Personal Halfquake - July 15th 2009

I've implemented the "Curse Chosen Victim" action on the attack page.

Then a thunderstorm broke out and I drove home.

Halfquake Sunrise - July 15th 2009

Added the room with the two parallel ladders, and started with the rotating maze thingie. Which doesn't really work because Halflife can't handle huge rotating stuff. So I'll have to improvise. Send the player into a room while the maze is spinning. Or something. Maybe each side has a hole to a different room. Yeah.



Well, I just tried to do that, but... Whatever. I think I'll have to scrap that trap idea and do something else. Meh.

Tomorrow the flash workshop continues. I think I'll just create a pacman RPG or something...

//Edit: Oh yeah, I also made three or four new wall textures and added a few more background textures!

Halfquake Sunrise - July 16th 2009

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I'm too fucking tired to do anything. I tried, and I erased half of the last room I made yesterday and started from scratch, using an idea I developed over the course of the day, but it's... just not good.

I could do another trap meanwhile, but I'm really fed up with it and I'll leave it for today. Nothing good comes out of it.

//Edit: I noticed that looking back at a project is a lot like looking down while climbing a mountain. And I've used that mountain metaphor for quite a while for projects, but I get a strange panicky feeling when I read old organizer entries for HQS. I immediately immerse myself in that situation and then I get very afraid all of a sudden, thinking that all that I've already done would still lie before me. Then I look back at where I'm now and I'm relieved I've come so far. And yet, there's still quite a bit to climb.

After taking a ten minute break, standing outside on the terrace in the very warm summer night - I've removed the trap which I had a problem with, and replaced it with an idea I had in the back of my head for a while - a hallway leading into darkness, with the two distorted images of Ally on the walls, and simply a button at the end. And that's it.

Now I can move on with the next trap.

Tomorrow.

Auri's been very supportive the last few days concerning HQS. That is most invaluable to me...

Personal Halfquake - July 17th 2009

I've finally merged the new PHQ forum with the farm design.

And in the afternoon I've begun making an excel sheet with price calculation for the new shop. I'm excited and terrified at the same time. Nobody's going to buy anything with these prices! But, I want to do this. I'm ready to invest, say, 1000 euro, even if I'm sitting on it. I want my freaking shop and I want it stocked.

Oh what a pain in the ass this is going to be.

But if I don't start now, when will I?

Halfquake Sunrise - July 17th 2009

I finished the wordmachine, which is yet another trigger hell, probably the last of this intensity, and all the rooms adjacent to it. Not satisfied with the "underground" trap, because it's not really the trap I wanted to do (I'll maybe do that at a later time), and I'm not very convinced by the look of the trap after the wordmachine, which will lead to the battle against Somos. I could be a bit better, I think.

But hey, there's light at the end of the tunnel. If I keep this up, mapping could be finished in July (most of it anyway). Very awesome.

I can feel the tension growing. I feel the end approaching. And it's going to be so much relief.

There's a weird blister on my right breast, I don't really know what it is, probably stress related. Reminds me of the stuff I got on my mouth back in the days of HQA. Hm.

Anyway.

Things are building up. And I can't wait.

Goodnight!

Halfquake Sunrise - July 18th 2009

Train ride was weird today. Lightning had hit some cable or something, so all the trains were like three or four hours late. But I had to wait only fifteen minutes longer than what it would usually take, so meh. And I saw some weird looking teenagers, with hair falling into their faces, real emo like...

ANYWAY!

In the train I looked through the file again, and also the printed out idea-file which I keep on my computer, to look for trap ideas so the good ones don't get lost. I drew the "light" texture for the brainstorming area. And I added a few notes to the todo list and thought about how to start the Somos battle. Maybe let the hand break through the door, even show how it grabs it (each finger would be a func_door_rotating), then show the head moving from the top and looking through the hole. Then the head moves up again (with body in background) and the hand rips out the door.

But - I realize I need a break. So today I won't do anything else anymore. It's hard to hold myself back, but I need a break desperately.

Oh yes - the reviewer of hlportal.de, who had reviewed HQA and HQ and The Present in one article back in 2005 (which I really enjoy reading from time to time, to this day), uh, has sent me a request for an interview! I'm excited! And nervous!

Maybe I should write nopl from planethalflife and remind him that he wanted to do an interview with me too! You know, just for good measure. Maybe something along the lines of, "So, what about the interview?"



Or not.

Anyway, back to taking a break.

//Edit: I just can't take a break, can I? I replaced the lights in the brainstorming room with the new ones I've drawn on the train today.

Halfquake Sunrise - July 21st 2009

Fixed some issues and visual stuff in the wordmachine areas, and implemented the level change to map number eleven.

And this is going to be interesting. I'll have to start by searching for usable maps from all three HQ parts, import them properly, so the textures are there as well, then connect them, and then start the show.

Another idea for the beginning of the Somos fight would be to let the player walk into yet another Somos arena, only when he shoots lightnings all over the place, there appear large holes in the walls, and the race begins.

I could still combine that with the idea of blowing up the door with Somos' hand, although I don't think it would be worth it that much. Hm. Or would it?

Yuki had her operation yesterday and Auri had to stay up all night. I was already quite frustrated and angry yesterday night (too many things going on, stress at work). And in the morning my PC didn't work anymore. After about twenty minutes of fiddling around with the PC's insides I found out that one RAM bar is broken. Well, I'm on one gig RAM now, and I barely notice it. *shrug*

Anyway. I love to say anyway.

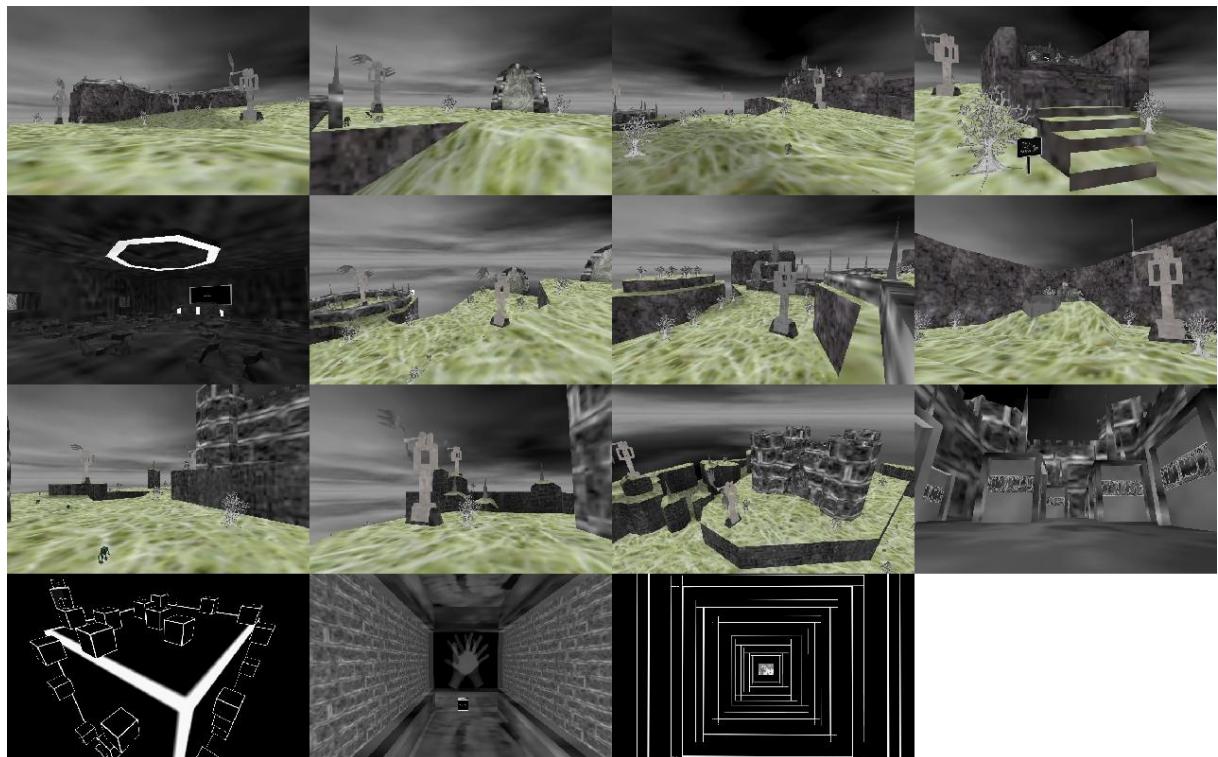
No news about the interview yet.

I just realized that this marks the 200th entry for Halfquake Sunrise here in the organizer. And I imagine that I may need 50 or even 100 more entries to finish HQS.

Well, one step after another.

Halfquake Sunrise - July 23rd 2009

I've updated all old screenshots of HQ and HQA on the farm page, and created storyboards for both of them. Those old screenshots looked incredibly ugly (due to high compression), so it was way overdue.



I also have all screenshots in full 1920x1080. Can't deny the awesomeness of high-res screenshots!

Now... Back to HQS, I presume. I'll use the new storyboards to get the rooms that I'll use for the fight against Somos. Don't know if I'll do that today or tomorrow.

It's over 32 degrees today, we even got time off work today because of the heat! That's three hours which we have to work another day.

Can't say no to that either!

I went to bed at around 10 pm yesterday. I was too tired to stay up. The hot weather's really getting on my nerves right now...

Personal Halfquake - July 23rd 2009

I've done the following things:

- * Participating in polls now gives a bit of XP.
- * Weapon skills are remembered now (instead of dropping the skill level when a weapon is dropped).
- * Looked through the Common Enemy file, I might do more attacks in the future.

And that's it! Three hours. In incredibly hot environment. Seriously, it's so hot I'm close to melting!

>_<

And now... Wipeout Fury!

//Edit: Implemented three more attack options. Four left!

Personal Halfquake - July 24th 2009

All attack options are implemented!

Removed Bomb Victims 2!

Updated Dragon Ass-istant!

Overhauled help section!

O.O

Personal Halfquake - July 25th 2009

I've spent approximately eight hours working on PHQ today. The results? Well,...

- * New message code [spoiler]
- * Dragon Ass-istant and lots of other window popups are now smooth AJAX popups!
- * People can now rate products directly on the Product Ranking list! And they can even change their rating!

Aaaaaaaaand... cut!

>_<

But - I can't wait to release the new version. It'll be fun!

For the ten people still visiting, anyway.



//Edit: Updated the menu code so that the Dragon Ass-istant always knows the right topic for the current page! I'm afraid I'll have to say that I actually like navigating through the new PHQ now. By golly, I can't wait to unleash this version unto the crowd!

Of ten people.



Personal Halfquake - July 26th 2009

One can see that I want this thing released.

* I've implemented the mod_rewrite stuff, so all images and scripts are backwards compatible with old paths (once the new version is released).

* Added three new dragon topics.

* Checked and implemented new creature abilities.

* Slightly improved the old institutes section.

* Improved Sadistic Fortune Cookie section, overhauled Color Chooser. Still need to implement new Color Chooser in Personal Pages section.

Now I gotta go to bed.

I'm back in Schallerbach, by the way.

Personal Halfquake - July 27th 2009

I think I've spent the whole day working on PHQ now... BUT! I think I'm finally able to release. Though I'll do that tomorrow evening.

Everything's set!

And I'm excited.

Just got an email from a russian magazine editor, he wants to do a preview for HQS!

Well, gotta go to bed now. Tomorrow's the last part of the flash workshop. Yay!

Halfquake Sunrise - July 27th 2009

Just before continuing with PHQ I actually recorded a new song idea! My recording setup's not so bad... I think I won't need a new PC after all. It's still a lot of guessing and moving around, but I can record. That's all I need, I suppose.

Recording felt good too. I had an idea for lyrics and melody while preparing food and recorded it before even eating (even though I was dead hungry).

That idea literally struck me, I guess.

Anyway. It's fucking 2 am in the morning. How the hell am I supposed to hold the workshop tomorrow?

Personal Halfquake - July 28th 2009

Fifth PHQ version is done. So far.

Still a few things on my list, but they can wait.

Now back to HQS.

And to bed.

Funny thing was that when I came back home today evening the internet lagged like hell and I was afraid I couldn't release PHQ today. But it eventually stabilized again. And here it is!

We'll see what people think of it.

Personal Halfquake - July 30th 2009

Lots of bug fixing and looking around for feedback, suggestions and criticisms. None of the latter, though, which is awesome! There are even two awesome skins available already, one by Kowi and another one by DDC666 (which has new hand-drawn images even!).

This is simply wonderful.

I've sent out an email to all 1400 registered users (a "Breaking News" report) (and yes, it contained two spelling errors, god damn it, I almost killed myself over that after I've sent them all) - and a lot of the email addresses were outdated and my email provider then blocked my outgoing email traffic. It's still locked, and I've had to fall back to googlemail for now to send emails. Meh.

At least - it worked! A few dozen old users have checked back and looked around at the new stuff. This is exciting. But I expect this to die out within the next two or three days.

Anyway. The Halfquake Community place has been updated and brought back from the dead. Now Halfquake Sunrise can be released with good conscience!

And I can go to bed and hopefully continue with Sunrise tomorrow. Evening.

Halfquake Sunrise - July 30th 2009

I did most of the noise sounds today! Doors, buttons, player pain sounds, and such. Sounds pretty good so far, even though a bit uuh, different! I'll probably have to change the player footstep sounds, they're a bit too bassy.

I also still have to loop the train sounds, but I'm too tired today, will do that tomorrow.

I always like it when sounds change the whole atmosphere of a game. HQS is now feeling a lot more mechanical/industrial.

Tomorrow I could even distribute all the different sounds throughout the whole game. We'll see.

But first I have to sleep!

Halfquake Sunrise - July 31st 2009

I've fixed a few sounds from yesterday, and added a bunch of new ones (fan sounds, player gib sounds, turret sounds, etc.) and listened through all dialogues again, and put all of Nina's lines in the HQS folder, and implemented the proper intro.

Played through it afterwards from the beginning, and while I enjoy the soundscape, Nina's voice came in a bit sudden. But I wanted it that way. This is the fifth or sixth take after all, and the third of fourth rewrite. Short, to the point. Hello, here I am, I control you! Byebye.

Yep.

Anyhow, Ralexand asked me about tshirts today, and I came up with a real good idea for selling tshirts in the future shop of mine. I can order individual tshirts, maybe make a new shop for each if I have to (so I can save the costs). Hm, well no. I should probably just pay for the service. Only 5-7 bucks a month.

Well, we'll see I guess.

Anyway, the idea was that - AH what the heck, I'm not in the mood for this and my brain keeps telling me that one day I might sell this organizer log in book format and it keeps hindering me to write private stuff. Like, I enjoy looking at cosplay women. There. I fucking said it!

Sheesh.

But hey, who doesn't.

Anyway, HQS - lots of work still left to do, and I should send the russian magazine guy a demo. But he hasn't written back yet, so I guess that falls flat on its face anyhow.

AND NOW!

I don't know.

It's 10 pm. I'm tired. I've worked approximately four hours on Sunrise today. I need a break.

Halfquake Sunrise - August 01st 2009

In the train I've written all labels for all the holes in Sunrise (those that inflict slow and painful deaths!). I've previously wanted to label all of them "Hole of Starving", but luring the victim down into the holes with catchy words seemed better to me... Let's hope that it is!

Better.

Later, I wrote all the ability ad poster pitches to LupusRex. Can't wait to hear his salesman voice again! This will be awesome.

Still no message from neither the russian magazine, nor Carnifexx (from HL Portal). Guess I should stop expecting any more messages, then I won't be disappointed anymore!

Halfquake Sunrise - August 02nd 2009

Updated a few areas in the first, second, fifth and sixth map. I've added the new starting room to the first map, I think with a new background sound, it will work very well!

I can actually see the light at the end of the tunnel now. This is very encouraging.

//Edit: Auri played through the first four maps (1, 2, 2i, 3) and we used about two hours and found a lot of little things I still need to do. It's quite frustrating at times, but I'm sure with the changes it will be better.

Halfquake Sunrise - August 03rd 2009

Fixing all the stuff that came up at yesterday's session with auri. Still not even half-way through with the maps, but it looks very promising.

I love to say that, don't I?...

And I still can't shake the feeling that somebody's going to read this... I'm writing all serious like. Hear me out, I'm so serious about my serious project! Seriously!

>_<

Anyway...

//Edit: Wasted another 30 minutes because I've made a new ladder in the first map and forgot to convert it to a func_wall. (Which resulted in an infinite compiling process...)

Halfquake Sunrise - August 04th 2009

Thanks to auri, I've contacted the Russian guy again, this time through ICQ - and to my surprise, he was even online (at 11 pm). Anyway, apparently he didn't get my last email response, so I sent it again and he got it. Everything's sorted out now, and tomorrow I'll send him the first four maps of HQS!

I've fixed a few small things after the ICQ talk, and my heart rate's up 200%!

At midday while taking a shower I had the idea for the message down in the holes: "Ha! You fell for it!" I couldn't resist grinning. ☺

Anyway. Off to bed. I'm super excited.

And I can imagine that Carnifexx will respond as well, and that he's probably on some kind of vacation right now.

Looking good. Very good.

//Edit: Spent another hour making a new loading/console background and creating the demo zip which I will send tomorrow.

Taskless Sheep - August 05th 2009

We're about to get our CD pressed, so TheNameless drew the CD label and I put the "Taskless Sheep" and "Meadow Mayhem" titles on it. I don't know what to do about the money part, but my mother said she would support me.

//Edit: Added credits to booklet back, got a new offer from the website. Will contact them tomorrow.

Halfquake Sunrise - August 05th 2009

I've sent the demo of HQS to the Russian editor after playing through it once more.

Figured out that I have to convert the navigation sounds to mono in order for them to work in the Steam menu.

Drew the "Free Cookies" image and all hole labels. Fired up MS Paint and drew some sketches for the ability ads, which I will probably draw on paper later.

Looking around for people to interview. Thought about the leader of the Black Mesa Source team, but I highly doubt I would get a response.

Can't hurt to try though, I suppose! Worst case scenario: No response and more time for HQS!

//Edit: 0:30 am and I've noticed the russian editor has replied. He wanted more information about HQS, so I sent him a few paragraphs.

Haven't contacted the Black Mesa Source guy. Seems kinda pointless to me.

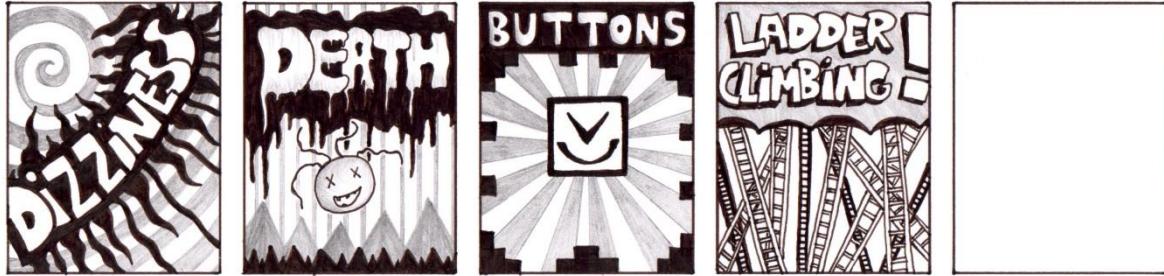
Diary - August 07th 2009

Picked Auri up at her uncle's practice. After waiting for a bit, we talked and the topic immunization came up and that I'm going to hike on August 23rd with part of the family (granny's birthday). So, they asked me if I want to begin with vaccination against FSME, and I, completely disregarding my injection phobia, said "Yes". So I got the shot, sat down and after maybe a minute or so I suddenly felt dizzy and sick. I said, "Is it normal to feel dizzy?" Both Auri and her uncle jumped at me, took me on each side supporting me under my arms, helped me sit down on the leather couch and put up my feet on a chair with a plush puppet. The doc checked my pulse and blood pressure, while Auri said that I looked green in my face.

What an adventure. I'll get another shot next week. Can't wait!

Halfquake Sunrise - August 07th 2009

I've drawn four of the eight ability ads with the new ink pens I've bought yesterday. Hopefully will be able to draw the other four tomorrow.



Halfquake Sunrise - August 08th 2009

Auri played through map hq3_4 and first two rooms of hq3_5 today, helping me again with adjustments.

Halfquake Sunrise - August 09th 2009

I went outside to get 700 euros for the door on Wednesday (still need 555 more, which I'll get tomorrow). Then a random stranger talked to me about how he almost died in an accident and that God wanted to let him live longer and that he's now part of this company "Mannatech" which produces food that's good for the body (because of some glycose that the body needs but produces naturally in alert mode). For about fifteen minutes I let him talk and after that I wished him a wonderful and long live. And he said: "Light for your Soul".

Awkward.

Anyway, afterwards I went back home, drew the remaining four ability ads, ate, then scanned all images in, and converted them into textures.



Taskless Sheep - August 09th 2009

Prepared documents for GEMA and all that stuff, and burned the master CD.

Halfquake Sunrise - August 10th 2009

Fixed the things I noted down last time Auri played through hq3_4 and the first half of hq3_5.

Had an awesome idea today while staring at the door in hq3_11. I will continue here by sending the player into a pitch black room - then fire up a mini-textadventure.

I hope this can finally build up the Somos fight. Up until now nothing really felt good enough. We will see how this plays out.

Halfquake Sunrise - August 11th 2009

Started planning the text adventure part.

Met with Szaladin for an hour, ate at McDonald's. More details tomorrow.

The russian guy asked me for a high resolution version of the HQS logo. I don't have one. And since I dislike the current one, I've decided to draw a new one. And it took hours! It's finished, but I need to clean it up, still. Will do so tomorrow.

We'll get our new door in six hours. Gotta sleep.



Diary - August 12th 2009

So, yesterday I met with Szaladin. I left the apartment at 17:15 and arrived at the train station at 17:30 something. I walked through the wooden underpass and saw a guy who looked somewhat familiar to the photo on Szaladin's last.fm page. I looked at him, pointed at him, and he realized that it's me, we shook hands and then started to talk, while walking in the direction of McDonald's on Mariahilfer. Mostly casual talk at first, I asked him a bunch of questions about the hostel they're staying at, stuff like that.

We arrived at McDonald's, grabbed some burger and something to drink, and moved up one floor to sit down. He then gave me a hand-made dragon from Steltie, which looks kinda funny (in a good way!), then he asked me if I could write something on the postcard which he wants to send back to Steltie. He didn't find a pen, so I produced my black HQS file with the black ballpen. I asked him if he wanted to take a look inside and he was like, "is this one of those things that you open and you go blind from?" I mean, completely in awe! He flipped through the pages, while I wrote something on the postcard.

Before that there was a bit of random talk, like he sent me greetings from his mother who also listens to my music (except Parasite). And almost all people he knows know who I am. And the person he had asked to come along and meet me had said: "Are they giving a concert?"

He also needs insulin, he's been diabetic since he was five years old.

A woman from behind us randomly jumped at us, saying that she's full and if we wanted to eat her burger. Szaladin took and ate it. A guy asking for money for his Augustin magazine appeared as well, he was quite stubborn, but he disappeared after a while. A few minutes later a little girl came up to us and asked for money too, I declined, but she kept insisting, and I gave her two Euros. Which made her seem

to be very happy.

So, anyway, Szaladin looked through the pages, said how nice it is to look at these sketches, he wanted to give it back to me at one point, because he didn't want to appear egoistic, but I told him to go ahead and keep looking.

When we had to leave (we both had to be somewhere after an hour had passed), he returned my file (he has seen every page, I think), then asked me to sign a metal plate which would be re-attached to his guitar. I did so, and he said: "This means a lot to me."

We went back down and outside, and he insisted on taking a photo of me. I asked if he could live without it, he said: "No." He took two awkward photos of me. I asked him to promise me those wouldn't appear on the internet, and he swore. And he said he understood, after I told him it's because of the company I work at and such things. He said, he will just show it to his parents, and they're only for himself.

We said goodbye and went our separate ways.

I'll just have to leave it at that. I'll make sure to file that event some place very far back in my head. I'm afraid it would distort my ego otherwise. I fear it already has...

Halfquake Sunrise - August 12th 2009

Finished the new logo and sent it to the russian editor.

Honestly though, there is something very wrong with that logo and I'll have to redo it again.

Maybe use a different design this time...

(Some time later...)

I've built myself a tool with which I can easily make textures for the descriptions in the textadventure part (using Javascript and a bunch of images of all the letters). Now, it's a lot faster and easier to work on.

Mathias has just sent me the lines for the ability ads - they're awesome!

Articles - August 13th 2009

I've spent most of today (up until now) installing and configuring Dadamail, which is my new newsletter tool, kindly suggested to me by Dave Kellet of sheldoncomics.com (I've asked him after a long google search on my part). And since he's famous for answering every email he gets...

Anyway!

My [motivation article](#) has been published! I've completely rewritten the article about motivation (from 2004) yesterday and sent it to Brad Guigar at webcomics.com, and I was quite surprised to see it on the site today morning (already).

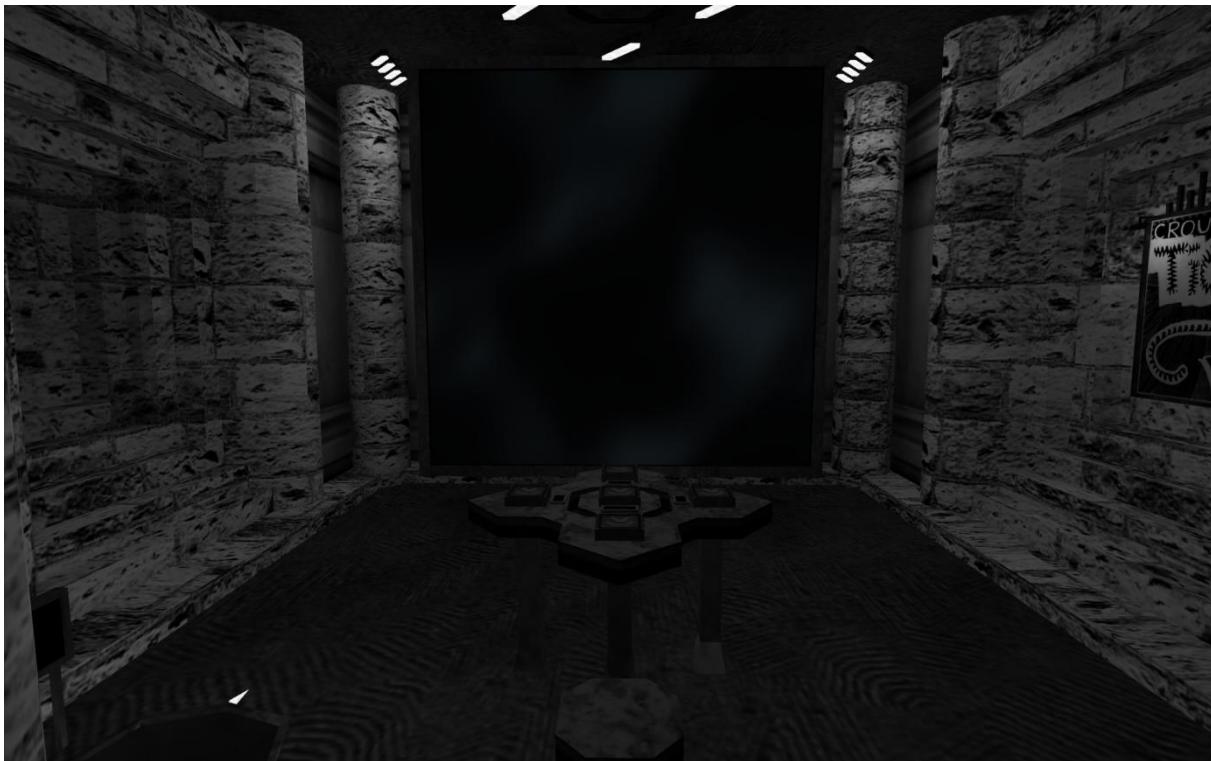
No link back to my site though, but I believe that's a good thing anyway.

//Edit: Two or three people of the six comments (so far) believe that the article was written by Brad himself. Damn it...

//Edit: I've [posted the article on PHQ](#) now, and I'm sure this will come back and bite me in the ass in some way.

Halfquake Sunrise - August 14th 2009

Continued planning for the textadventure level, and started creating the actual room. Looks pretty good so far, and I think this will be fun!



Talked to Vino over Steam today. He invited me to join the betatest of his project Calamity Fuse on Tuesday, 23pm (my time). He also said that he has this crazy idea of hiring me as a level designer if his game actually starts making money! We talked a bit about his awesome recorded lines afterwards, the creaking in the background of the acoustic guitar track he's sent me... And he said that they are going to demo CF to Valve soon! He says he's in constant contact with them. Imagine - he's in contact with Valve, and he has such a high opinion of me to hire me as level designer (even asking me to live in his area).

The talking trailed off a bit after a while, and even though I felt like finally talking to a developer who's investing as much (if not more) sweat and blood into his stuff as me, it just didn't click for some reason. But - I consider him a very good friend, and I think he does so too. We've been in touch for a long time anyway. And I believe the betatest on Tuesday will be fun.

He also said (once again) that he would love to play an alpha of HQS. I can't (and don't want to) let him test maps that Auri hasn't played yet, so he will have to wait.

I got my second FSME shot yesterday, and it didn't shock me as much as last time. Still felt weird. I hate needles. But I even walked back home afterwards (~25 minutes). Which I like. Walking with Auri, I mean.

My mother had her first exhibition today, which lasted for two hours, and she just told me that it was awesome. She'll send me pictures too. I'm kinda sorry that I wasn't there, not only for her part, but also because it maybe would've been a chance to meet other artists as well.

I long for that connection. But somehow I get that feeling that people of my kind (what "kind" is that anyway?) are simply hard to talk to. They tend to mind their own business.

Halfquake Sunrise - August 15th 2009

Textadventure...

12 (E, S)	13 (ESW)	14 (S, W)
11 (N, E)	10 (W, N, E)	9 (W, N, S)
7 (E)	6 (W, E, S)	8 (W, N)

3 (E)	2 (E, W)	4 ([N], E, W)	5(E)
	1 (N)		

Halfquake Sunrise - August 16th 2009

Back in Schallerbach, after two weeks. Which is always kinda weird.

I got the GIANT (signed) book "PVP Awesomology", which really is awesome and weighs a ton! I also got the latest PVP regular book (artist edition) and the latest Evil Inc book (also artist edition). I've bought the new sheldon book today (you guessed it - artist edition), and I'll probably soon buy into the starslip crisis comic, too.

I simply love this stuff, and I don't even read it. I just collect it, mainly for motivation, I think. I just get a warm feeling when I receive one of these. Like being connected somehow.

Or not.

Either way!

My last entry yesterday was a bit short, and the truth is that I was kinda angry at myself because the textadventure room didn't turn out so well, and Auri rightfully pointed out a few main issues.

Also - I think I'll drop Nina's voice, instead I'll just use BJ's and mine regularly again. It just feels better. And I'm sure the audience will agree.

I've had a wonderful idea yesterday shortly before going to bed; placing the introduction right at the beginning again, starting with "Rise and shine, victim". In the train I've written the full introduction, plus the required lines for the Morality Intersection, also spoken by me.

I've also planned most of the textadventure rooms, and back home I completely rebuilt the whole room and I'm now finally satisfied with it and can begin implementing rooms tomorrow. Auri's happy with it now too!

The second train I had to use today was all steamy. That was kinda strange. I expected the whole car that was shrouded in gray clouds to explode any second. Fortunately, it didn't. As you can see. Apparently the brakes were broken. And they fixed it. Then we were able to move on.

YES.

I'm THIS close to start writing Mary Extraordinary. Maybe tomorrow.

Taskless Sheep - August 17th 2009

Crappidy CRAP!

Okay, I got an answer from the CD production guys, telling us that our pictures need some further improvements (more space at the edges and stuff).

Worked a few hours on trying to do that and then had to take a break for a while. We'll see how we fix all of those issues.

We can fix most of the issues, but the Taking The Order image is completely fucked up; printing that is more or less impossible...

General - August 17th 2009

I've received the t-shirt for Ralexand, it's awesome quality too! Which means I can start offering t-shirts on the new shop. Ralexand ordered a fan DVD, so I used the opportunity to look through the whole file again, cram in more content and tidy it up quite a bit. All while talking to Actine, a new Russian fan. Who's real nice!

But talks a bit too much. HEY MS FROM THE FUTURE, CUT THIS OUT! HAHAHA!

If you don't, you're probably screwed.

(Note by MS from the future, October 23rd, 2012: Sorry, you brought this on yourself.)

Anyway...

23:07? Yeahhh... I probably won't be doing much for HQS this evening.

Canadian Book Project - August 18th 2009

Started writing Mary Extraordinary, I'm about half-way through. Looking good, and having fun!

//Edit: While waiting for the Calamity Fuse playtest, I continued writing for another two hours. (23:36 now)

Can't wait to play this game! 😊

Oh yes, Mathias (LupusRex, or the guy who spoke the ability ads/free cookies in Sunrise) told me about the dream he had recently:

I dreamt that I was in austria, for some reason, and you came out of this big mansion, dressed in a really pimped coat, and huge sunglasses. 🤫

"Well, you know, Half-Quake made me really famous..."

*Thing was, you spoke swedish, naturally as it was my dream... but I reacted to it, and asked why.
"Well, I do have to learn my minions tongue.."*

And he had another one too!

Well... it was like HQ1, with the behind-the-scene part.

*I saw the scientists talk with the G-man, and he was offering to buy the facility, something like that...
Sortof like I caught random snippets of their conversation from time to time as I wandered the corridors.*

Then for some reason, their deal went wrong, and the G-man started threatening the... well, you.

(...) here's the awesome part.

*Then everything went black, and there was thunder. And the G-man stood all alone in this vast darkness.
And from all around, one could hear your voice, saying:*

"It appears you fail to understand the most important thing about this place... In here, no one but me decides what goes down."

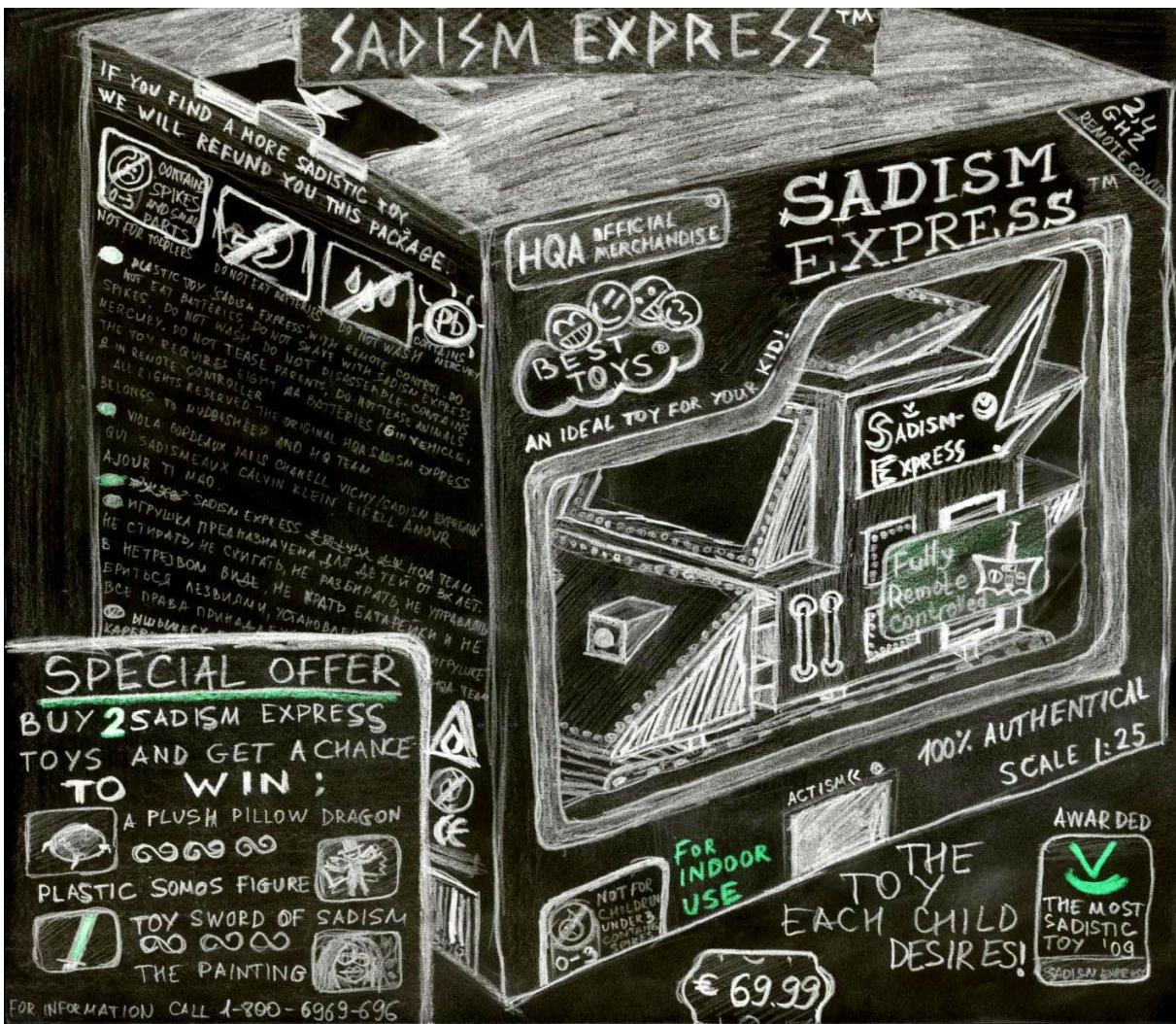
And then, he was annihilated in a white light.

Then I woke up, and was seriously thinking about laying off computers for a while. 🤪

That's kinda creepy, isn't it? But fun nonetheless!

General - August 18th 2009

Sent out the package for Ralexand today, and [posted](#) new fan art by Actine, the9mmsolution and some guy named James.



Canadian Book Project - August 19th 2009

Finished writing Mary Extraordinary, and read through it twice.

I think it turned out wonderfully! Saddening, in a way, but I guess that's just the way I write. Sometimes.

Anyway, I should be in bed soon, I'm utterly tired.

I'm really, really glad I've written the story now. I think I'll send both Gary Ordinary and Mary Extraordinary to amoxes.

Still would require two new covers though. But meh, I can do that.

Diary - August 20th 2009

So I went to a mexican restaurant with a few colleagues of mine. It was fun mostly, people talked bad stuff about other people of the company and it was mostly, as someone put it, like watching a cabaret. Food was alright, too.

Driving home in the warm night made me feel nostalgic again. I wished Auri was here, taking a walk through the night and so on. Sigh.

Anyway... you know. Going to bed now.

Oh - I sent an email to the creator of one of my favourite comics One Over Zero, his name's Tailsteak. I tried to contact him after seeing his website which had a very similar style to my stuff, actually. And I tried to write an email that didn't come across as fanboy-ish, or arrogant. In fact, I told him a short story

about two creators, and one of them trying to contact the other without making a fool of himself. Just so they can... exchange experiences.

On the same level.

Of respect.

And as usual, I don't expect an answer. Nor... any real contact. It's just too unrealistic.

Nevertheless, the first reason I wrote to him was because I wanted to do an interview with him. Maybe I can get that later.

Some time.

But now...

BED.

Halfquake Sunrise - August 22nd 2009

Managed to add a few more "rooms" to the textadventure. Well, two. I had to overcome a little problem (in how to show different descriptions of rooms depending on your actions), but I found a pretty nice solution to work with.

I've wasted most of the evening watching blizzcon live blogs. Which I kind of regret. But I'm easily excited by these conventions, I guess...

And it's midnight and I'm super tired...

Guess I'll go to bed. And hope that I can maybe even finish the textadventure part tomorrow. I have the whole day for myself!

Diary - August 22nd 2009

I'm noticing that I'm too "out there" once again... It happened like two or three months ago, I think. For one, I'm sending too many emails to "famous" people. Scott, Brad, Dave, and now tailsteak. And I'm kinda sick of all that stuff. Why do I even contact them? To prove that I'm in their league, which I'm not? Well... I mean, I know a lot of people know my games, but by far not as many as the audiences of those guys.

And yesterday I've sent a short story to tailsteak... I could really kill myself. I'm embarrassed. And I sincerely hope he does NOT respond. Because I'm sure it would be... awkward.

And there's all that fan stuff going on. Actine, the russian guy, sending me lots of fan art, and talking constantly to me (he's 17 and says I'm the future him...). Then the meeting with Szaladin. The russian magazine. Ralexand ordering tshirt and being overly hyperactive when talking to me about my stuff. They check out my website in detail. They ask me random stuff about what I do, Halfquake, whatever...

And I've listened to the podcast17 show again where they interviewed me. It wasn't that bad as I remembered, but still...

And I've written the motivation article for webcomics.com and some people (and probably most of them!) thought it was written by Brad. And Brad didn't do shit about it either. Why did he even post it? So he had an update that day? He didn't even respond! I mean, I can imagine how stressful it must be, running a daily comic plus a site like webcomics.com... But... Ugh, I don't know.

I'm just tired of their bullshit, and tired of mine.

I'm about to lose myself here and I need to take another step back inside. Where I'm not hit by the shitstorm.

Oh yes. Task sent a new version for his Taking the Order image.

...

What can I say...

Okay, I'll try to stay neutral. There is absolutely no LOVE in that picture. No detail whatsoever. It lacks charm, it lacks a certain something. Right now it's just text with a blurry sheep in the middle. What the fuck!

>_<

So much about staying neutral, but what the heck.

...

Anyway.

I was thinking about the shop again and if it's gonna change me. Like, from the fun entertaining guy to that shitty salesman kind of type. Like... Brad. I mean, okay, they're making a living out of this. But neither Brad's nor Scott's comics are any good! In my eyes, they've been running out of steam two or three years ago. Something in their mind went click, and then their famous status ruined the rest of the brain. They are untouchable now. They put up a random image with high quality ART, and sell craploads of books. Just because of the devotion, the consistency! The "I'm here whenever you need me". Or, as Brad explained it wonderfully, because of the on-armed-bandit effect! If you hook a visitor once, he's going to be back every fucking day, trying to get that one feeling once again.

Sigh sigh sigh.

So, again, will the shop change me? Should I maybe refrain from doing it? Is it really worth the fuzz?

Shouldn't I try to just continue working on my stuff before investing time in a shop?

And I suppose the answer is: Just go for it. I'll have a shop with a few items. Big deal. Nobody's going to order anything anyway.

Hm.

We'll see.

There's also a farm redesign looming around in my head. Gonna be interesting.

Halfquake Sunrise - August 23rd 2009

I had the whole day for myself and I did the following:

- * Stood up at around 10:30 am
- * Wasted time
- * Worked on textadventure part
- * Wasted time
- * Worked on textadventure part
- * Practised the introduction and the Morality Intersection intro by saying it out loud repeatedly, changing a few things
- * Worked on textadventure part
- * Wasted time
- * Finished textadventure part

YES! I've actually finished it. After adding two or three additional rooms I've hit the level texture limit of 4MB. So I had to resize all textures I had made up until that point (only 10 or so) down from 512x512 to 256x256, only to realize that it actually looked kinda the same ingame anyway...

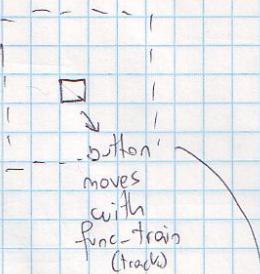
That's that.

Now I simply need to add the level change, then move the TV into the floor or something, open the door and go ahead with the way to the Somos fight. There should be a little very wide area that reaches far to the left and right, maybe add those floating words right there. Ooooh.. floating words. Maybe a completely white area and those words are just sitting in the air. Hmm. We'll see.

Halfquake Sunrise - August 23rd 2009

After walking around the Katrin mountain with Nina, mother, Wolfgang, etc. I took the train back to Vienna with Nina sitting next to me and planned two traps ("The Button That Moveth Away", and "LAZER HERO").

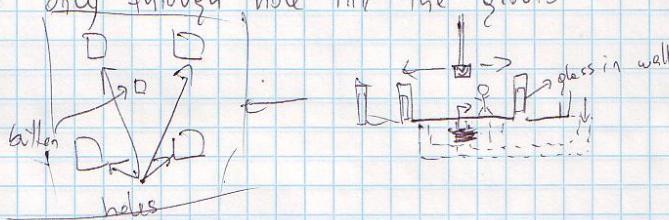
THE BUTTON THAT MOVEETH AWAY



- ① use "turtle" train of test map for reference and simply make it so that trigger-multiples enclose it that move the button/train in the opposite direction of the player - very fast

- ② then add a trigger-multiple a bit further away from the trap, which moves the train back to center

- ③ there are walls surrounding the trap, and trap can be entered only through hole in the ground



- ④ now there's two possible solutions to this:

- ① the button triggers nothing (maybe explosion) → thus making an exit or open slot of some sort
- ② the button has to be triggered to open a door
→ then there has to be a way to catch it... but... how?

→ maybe you simply have to move back when button is returning to center

And lots of new photos, even a few texture photos.

Halfquake Sunrise - August 24th 2009

Visited BJ and after watching trailers and stuff for about five hours I showed him HQS (maps hq_10 and hq_11) for about twenty minutes and I think he liked most of it, too.

Taskless Sheep - August 25th 2009

Finally updated all booklet images with the new 6mm border, and added Task's new images of Taking the Order and Craving (The Causation). Can't really say anything about Taking the Order. I chose to just ignore it...

Also updated the CD Label and uh, other stuff I don't remember. I'm glad this is behind me now and I hope that no further changes are required...

Diary - August 27th 2009

Watched Inglorious Basterds in theater yesterday with BJ and Mike. Was fun, I guess.

Finished Assassin's Creed today. Started playing MGS4 afterwards.

Taskless Sheep - August 28th 2009

Got some feedback once again and had to change all of the images to custom CMYK with URC or whatever!

And Task's Inlay Back isn't good for printing either, so he has to change the color of the font.

Other than that, I played MGS4 all day. It's breathtaking how much time those guys must have spent on this game. Simply incredible.

Taskless Sheep - August 29th 2009

Finalized the new package, extended the CD label in the middle (because Nameless couldn't do it right now since he's away) and implemented the new Inlay Back from Task.

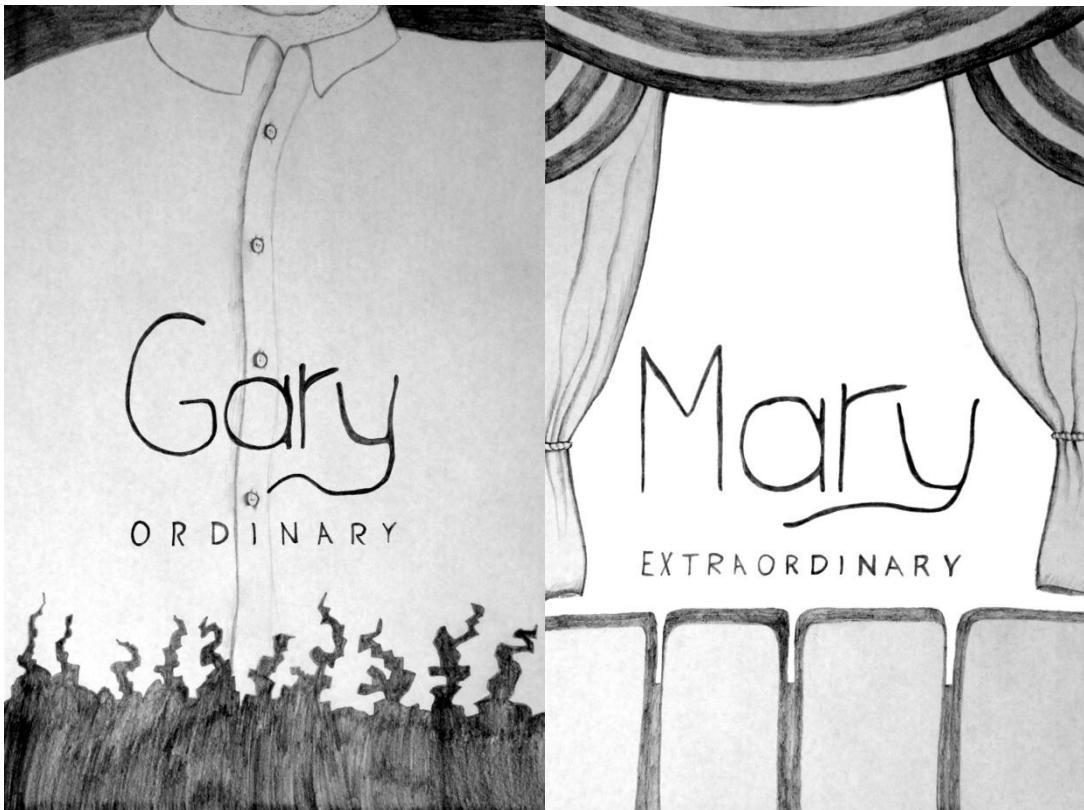
I hope this is it. Really.

Canadian Book Project - August 30th 2009

Drew the covers for Gary Ordinary and Mary Extraordinary, but I'm so absolutely not satisfied with them that I will probably continue working on them tonight.

//Edit: And that's exactly what I did! After coming home and doing nothing for two hours I started drawing backgrounds for the covers at 22:00. Had drawn some basic concepts for those in the train.

I'll scan in the images at work tomorrow and mix the backgrounds with the titles, then read once more through the story, implement Nina's corrections and send it AWAY!



Halfquake Sunrise - August 30th 2009

Wrote down a few detailed notes about the next room after the textadventure part. Basically it's a few dozen words floating around in a white room and there's absolutely no noise except an "ambient" background music thing. I'm not entirely sure about the layout yet, but I'll see what pops into my head when I actually work on it.

On my way home... well, something heartbreaking happened. A black cat ran towards me, then took a slight turn. I noticed that something was wrong with its right hind leg. As I approached it, it didn't run away and let me examine the leg... The paw was missing... I hesitated, didn't really know what to do, while it meowed and walked around my legs. I couldn't bear to just go on, so I grabbed the cat and marched the last few meters home. At our house it kind of began to struggle. I left my bag at the entrance and more or less ran to the backyard's door and knocked on the glass. Wolfgang opened and I showed him the cat and asked if he knew the owner of the cat. Mother joined us and she said the neighbours opposite of our house were the owners. Wolfgang and I went to the house, the cat struggling a lot harder, even scratching me once. Wolfgang rang the bell, but nobody answered. He checked inside the house, but it was dark and he said that nobody's at home. He returned back to me (I had been waiting with the cat softly pressed on the ground) and we didn't know what to do, and he said I should let it free and see how it walks. The cat quickly ran away on its three legs and after a certain distance at the crossroads it began to meow again, looking back at us.

I didn't know what to do. I mean, I knew what to do. Call a vet or pet hospital maybe... But... I doubt I would've been able to catch it again, and if I could, I wouldn't have been able to hold it any longer. It still broke my heart and I felt utterly empty and bitter.

Not only its right hind leg was missing, his tail also took a sharp turn in the middle. I assumed a car had hit it.

It was the same cat Auri and I had seen with a spider web on its nose a few years back. It was the same cat that had strolled through our house once.

And I... I didn't know what to do...

I'm sitting here typing while the cat's outside.

And yet... I mean... Such things happen all the time, right? What would the hospital have done? Or the vet? Probably would have killed it, ending its misery...

Sigh.

(October 23rd, 2012: I actually saw that cat two months ago. It's still alive and apparently doing well, despite missing a leg!)

Canadian Book Project - August 31st 2009

No scanner at work, so my mother took photos of the four drawings. I glued them together in Gimp and made a sweet doc file with both Gary and Mary and their respective cover images and sent it away!

Oh, before all that I actually read through it once more and implemented Nina's corrections. Yep.

And that's that!

Halfquake Sunrise - September 01st 2009

Exactly seven years ago HQA was released. Now that makes me feel old.

I've tested recording with the PC Auri's brother gave me. No luck. Still having lag when recording. Blah.

Guess I'll need a new PC after all... Or a miracle.

Halfquake Sunrise - September 01st 2009

Posted Mary Extraordinary, and the cover of Gary Ordinary on [the farm](#) and wrote a little reminder that HQA was released seven years ago. And I thanked the reader for being patient. I thought... I should just write SOMETHING today. I'm not very comfortable with that kind of writing anymore... But yeah.

Had a few ideas for a HQS trailer, but nothing specific. Just some blurry images and soundtrack ideas.

Made the transition from the textadventure room to the next room (which includes a loading screen). Had a new sort of idea for the "white" room, which I'll implement tomorrow.

If all goes well, I should be able to march into Somos' room on Friday.

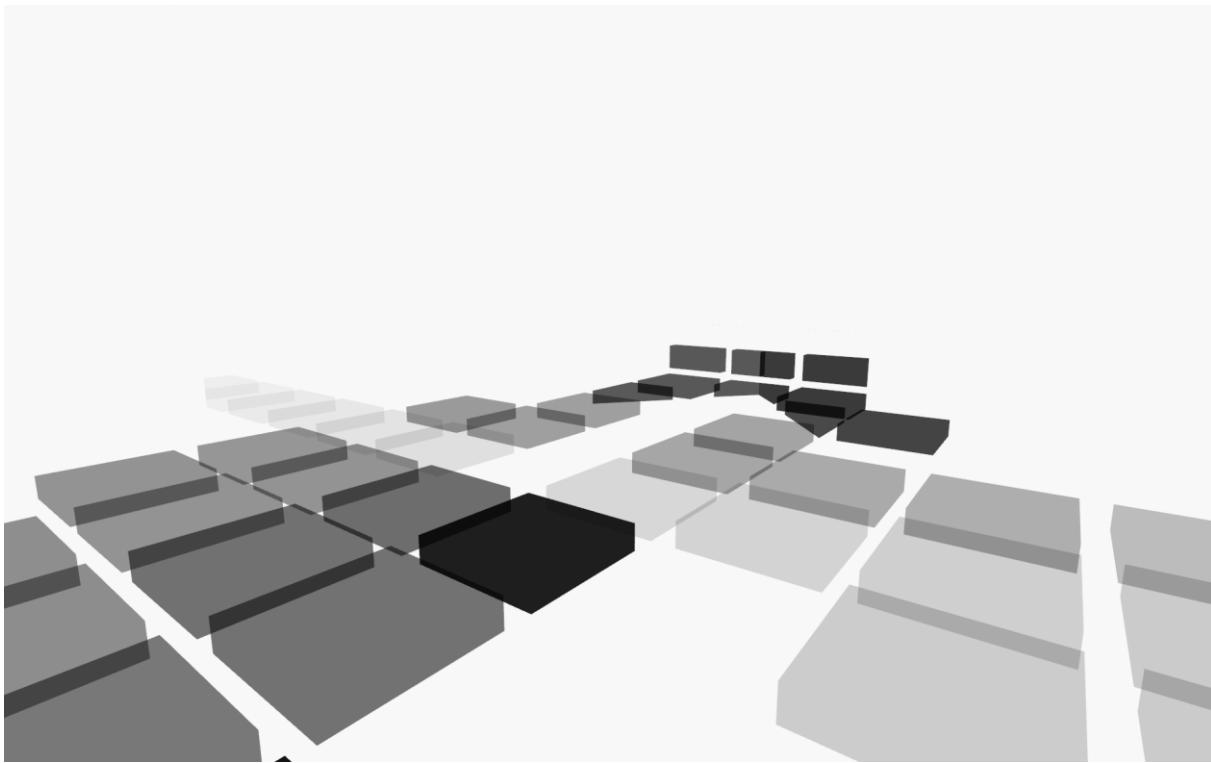
I thought about simply letting him shoot a wall and the player has to enter the arena through the giant hole. And Somos says: "Come on in, hahaha!"

Yep.

I also wasted about four hours looking at random images. Bah. But I had fun. I guess. My brain's all spongy now.

Halfquake Sunrise - September 02nd 2009

Continued making the white area. The first room is only "visible" when the walls fade in, the second room reveals an arrow on the ground after walking around a bit.



I have a few ideas for the next room, but I also think I should maybe finish this area right here and fade back into normal texture mode. Then load, and let Somos smash in the wall.

But I'll wait for tomorrow. Maybe I'll have a good idea for another white room.

Oh yes, the env_footsteps doesn't work. Well, it does, but when I save and reload, I hear the footsteps again. So I will have to work with the other footprint sound setting. Which is probably better anyway.

However, the problem with the sound when "using" still exists. Hm. Maybe I'll just leave it at that then, I suppose. Or hope that people don't reload and somehow code it into the env_footsteps functionality.

Either way.

SLEEP!

Oh yeah, I actually noted down two ideas in the office, one idea for a white room that I probably won't use (with arrows on the ceiling and stuff), and another idea for the Somos fight. I'll probably place the old Somos models inside the old arenas too, so they're like, an additional threat when running through. Guess that will be fun.

And funnycreature sent me a fan video using stop-motion. That was awesome. He'll do another one, apparently. Good stuff!

Taskless Sheep - September 02nd 2009

At work I tried to make a few last changes once again to the Inlay Back for the CD booklet. The guy at the printing company said that some black levels were still too high. I couldn't really change that, so I asked Eveline for help, and she came over and then I gave her the file and after a few minutes she came back and had fixed it!

Then she asked if she could listen to the songs and I gave her a link.

She started listening - and then was totally impressed. She even came over again and said how impressed she was and why we're "hiding" from the world, more or less. Then, she said: "I won't say anything anymore," and walked back to her office.

I told her not to spread it in the company, but her boyfriend is one of our ex bosses (he has cancer) and she'll play our songs to him (she asked me if she could).

Well... Strange event, and I fear even stranger things are going to happen because of today.

Anyway. The booklet is done. We got our digital proof, and once I tell the guys that it's okay, we're good to go! Actually, no, I'll get a proof via mail, and then say AGAIN if it's okay and then send it back and THEN the CD will be pressed.

And it's done!

Halfquake Sunrise - September 03rd 2009

Added another room to the white area. Wasted about three hours doing NOTHING (watched videos of Street Fighter 4 and Soul Calibur 4 championships), then finally worked an hour.

I wasn't really confident with the room I've added now, and while watching all that stuff I had some ideas. So I was finally satisfied with the ideas at 23 pm and worked for about an hour.

Still one area to do, then the transition back to normal textures, then the loading of the next map, Somos breaking the wall, player entering Somos arena, first level of Somos fight, then all walls break down and Somos starts chasing the player through old broken traps.

That's gonna be FUN!

Woaaaaaaaah, but now I'm super tired. I'm feeling sick.

Halfquake Sunrise - September 04th 2009

Alrighty...

I continued making a few hallways with bows, and then tried to implement the "black rain", which should've been the way to show the surroundings. Alas, Halflife didn't like it. MAX FACES!

So, I didn't want to waste that room either, thus I simply put some very bright light sources in a few corners and let the player walk through.

Now, why again did it take me about three hours to do that part? Ugh.

Anyway. What's left to do: Transition to next map.

But - I've just received a response from tailsteak. Will do some research for the interview now.

Halfquake Sunrise - September 05th 2009

Had a sudden song idea on the train to Linz, and wrote a full page of lyrics in the next train to Vienna.

Then, on the afternoon, Auri continued playing HQS until half-way to hq3_6, resulting in a few very good suggestions and fixes.

Articles - September 06th 2009

Did lots of research for the interview with Tailsteak the past two days and sent him the 21 questions just now.

This is going to be awesome. I hope.

Adding seven hours for the three days.

Halfquake Sunrise - September 06th 2009

Auri continued testing HQS until the very end (where I've left off mapping - right before the fight against Somos) and I now have a nice long list of things to fix and change!

Articles - September 07th 2009

Tailsteak's answers have arrived and I've spent the last five hours or so putting up the article.

What I learned from all that?

Well, for one thing, dividing your creativity into smaller projects is a bit overwhelming for first time visitors. More so than simply making a gigantic singular project. If it just says Halfquake - people can get into that. But if they read, hey, there's Halfquake, this, that, this again, that again, oh now this, what's that, huh, what, okay, yeah, alright, uh-huh, okay, what, no, okay, hm, okay, well, see yah!

But on the other hand of course, one can never progress and develop by just working on one project, or on only one world. So, one has to cut off old projects and dive into new ones, otherwise it'd be boring.

Hm. Okay, what I just said is probably crap. I mean... Either you're daunted or you aren't. Ten years spent on projects will need some time to read into, no matter how many projects and worlds it consists of.

But - nevertheless, it reminds me again, that after Sunrise I will take one project and work one year on it, then the next one. I think I won't do any projects with two or three months development anymore. Anything below that is fine, and anything above six months is fine. I don't know why, but I think you either make short burst projects, or long term projects. Something in between normally doesn't really work out.

Why ... do I get the feeling that everything I just wrote is crap.

Okay.

Well...

See you next time!

Halfquake Sunrise - September 09th 2009

09-09-09, eh?

Well, I noticed only a few seconds ago. And it's not even the 9th anymore!

Anyway, finally worked on the todo list again, fixing various stuff in 5, 6, 7, and 7i. Left out a handful, but at least I got something done.

Met with Darrn again yesterday, talked about my article about motivation, motivation in general, then we talked about cheap games and how to make the most money with the least amount of effort. Talked about HQS briefly, he wants to finally play it. Then we talked about 4chan, on the way back to the trainstation. Then we talked about women and gender. Then I went home, which took me close to forty minutes and it was maybe just a bit too cold for my short trousers and tshirt and sandals, felt kinda ill after I came home, but anyway. The weather is weird at the moment, basically it's cool, but you're almost melting in the sun.

Well, no, today it was mostly warm again.

PHQ seems to be visited QUITE less than a few weeks ago. But no matter - HQS is what's important right now.

Today and yesterday I actually worked almost the whole day for the company. That and the fact that we bought the MMORPG Aion (which I stopped playing today because it's open beta and players will be wiped) (I bought the digital collector's edition, please kill me) kinda left me with not much time for HQS.

And work actually feels alright. I can work completely on my own on an interface for colleagues to use. Will be finished on Friday, hopefully.

Anyway...

Keep wondering if the shop is a good idea or not. Then again, I've already ordered Meadow Mayhem, I guess I have to get rid of it one way or another.

Halfquake Sunrise - September 13th 2009

Hellyaaaaaaaah, I'm back baby!

Back from playing Metal Gear Solid 4 and 1! The first part is so surprisingly AWESOME, I can't fucking believe it! I've bought 2 and 3 too now (through a friend in the UK, cause they wouldn't send it to Austria, those amazon.co.uk bastards). And I can't fucking wait!

Fuckedy fuck!

Anyhows, I've planned the Somos fight part AGAIN in the train, but this time I think I got it RIGHT. This is how I'll do it and it feels great. Back home I watched two episodes of Deadwood (hence my increased rate of cursing), and fired up Hammer to timber my way through the white area, fading back into the normal texture mode, and - here it comes - levelchangin' to the freakin' Somos' battle map!

Hells yeah!

Tomorrow, guys and gals - it's gonna be showtime.

Man, Metal Gear Solid is so freaking awesome. I can't fucking believe it. There's so much work put into this. Even the first part, which was on PS1 (!), it looks so fucking good, I can't believe I didn't play this back in the days! I remember playing a demo, but I guess it was just too much for my teenager brain! The awesomeness just blew OVER my head! Damn it. But hey, I bought it on the US PlaystationNetwork store for 10 bucks, and I've been playing it for the last two days. And again, it's awesome. Wow. The voice acting is marvellous, the soundtrack is wonderful... It motivates me so much to finish HQS, and push myself as hard as possible to really polish that thing.

Anyway...

Boys and girls of the jury, the meeting is adjourned.

What?

Halfquake Sunrise - September 14th 2009

I've made the explosion to the Somos' arena, and started building Somos himself!

I've let him fly around already and he seems to enjoy it!

Not.

/o.o/

Early in the morning on the way to the office, I kept saying the new introduction and refining it bit by bit. I really want to nail the introduction.

Then again, I gotta be careful not to overdo things.

Anyhow, my right hand hurts... Uh, well, now it doesn't hurt anymore. Now it does again. What the hell...

Anyway, I gotta be careful, I've felt this pain since three or four days ago. Will relax a bit, watch one episode of Deadwood and then go to bed. I can't stay awake longer than midnight, otherwise I won't get anything done tomorrow.

Just had an idea to put Somos in a tuxedo. How cool would that be? 

Halfquake Sunrise - September 15th 2009

Just listening to the podcast17 again, and William mentioned me again... He said: "When you're dealing with abstract mods, you gotta be really careful. (...) I wanna say, Muddasheep is the king of abstract, in the way that he can make something so fucked up, so crazy that everybody will absolutely hate, and everybody will love it at the same time, and that's really what 'abstract' does."

...

Moving on...

//Edit at 23 pm with my left hand: Forgot to say that I've made four new textures for the Somos room yesterday before constructing the room because I was tired of the current set, and needed fresh looking walls to work with. And that's all for today. Let's hope I can work again tomorrow...

Diary - September 15th 2009

Aaaaaaand, I'm out!

My right hand hurts too much, I can't do anything. I hope it's nothing serious. Keeping this short, as not to inflict same handicap on the left one too.

Deadwood is over. What a wonderful series.

Halfquake Sunrise - September 16th 2009

Still only typing with my left hand, which is slowly showing signs of overuse (jumping around from key to key) as well... Right hand is getting worse every hour or so. CRAPcrapcrapfuckshit.

Spent some time at company and looked through all HQ storyboards to select rooms for Somos' battle area. It came down to a whoopin 16. That's gonna be fun!

And when I say it's gonna be fun, I fucking mean it, too! No sarcasm there.

Got a letter from Maria today, that made me smile. I feel down generally too, maybe getting sick. Probably the change of seasons. CRAPSHITFUCK.

Shitfuckcrap.

What should I do? Now I really can't work. Otherwise I'd risk losing both hands. Well. Not THAT serious, but still.

Serious enough, I reckon.

Halfquake Sunrise - October 13th 2009

Three weeks of nothing but films and series.

And I'm still not fully recovered, yet still stupid enough to work on HQS. I know, I know...

I'm working on a trackball mouse and a wave keyboard now, which should help not getting that inflammation on my hands again.

It's really weird, I feel like the last three weeks simply didn't happen. There's more or less a huge blank space. Auri has helped me a lot. If it weren't for her I'd have probably had surgery by now.

And if I keep writing I still probably will get that surgery. So I better stop.

One thing I realized that past three weeks was that I don't need all those webcomics anymore. So I deleted most bookmarks. I only have GMX, IGN and EXP left. And the IAD forum. Funny how many things you do even if you don't really need them. However, I guess I will start visiting those pages again soon in the office out of pure boredom...

Nevertheless, I erased three or four points on my HQS beta results todo list today.

If I can, I will do one more tomorrow and try to send Vino the current version.

We'll see.

Halfquake Sunrise - October 14th 2009

Auri's watching me, so I'll have to write differently than usual!

Hallo auri. Oiso heit hob i a boa sachn gfixt in da 10. und 11. und 12. map. O.O Guade nocth!

Halfquake Sunrise - October 15th 2009

I've sent Vino the current version.

Now I'm nervous.

The past month ... was strange.

In the first week of sickness absence I went to a skin doctor and let him check that weird thing on the right half of my chest. Apparently it's nothing. Just a few bunches of balls of skin cuddling, forming something weird. Which is not dangerous. Just weird. Cosmetic, as he called it.

On the farm page I've [proclaimed](#) that HQS will be released in 2010. We'll see how my folks take that hit. It shouldn't matter to me. What's important right now is that I fully recover.

Damn, it's cold...

I watched Earthlings today. Documentary about how humans treat animals. How animals are abused to provide us with food, fur, entertainment and scientific results. Quite a few shocking images. I even thought about becoming a vegetarian. But only briefly. I will have it in the back of my head though whenever I eat meat from now on.

Though I really believe that Austria ain't treating our animals that badly.

Right? RIGHT?



After sending HQS to Vino, I played through the first three maps. I keep getting the feeling that no voice is needed. Hm. We'll see.

Halfquake Sunrise - October 16th 2009

Vino responded, he was stuck in the chess trap, told him how to continue, and he sent me some suggestions in return.

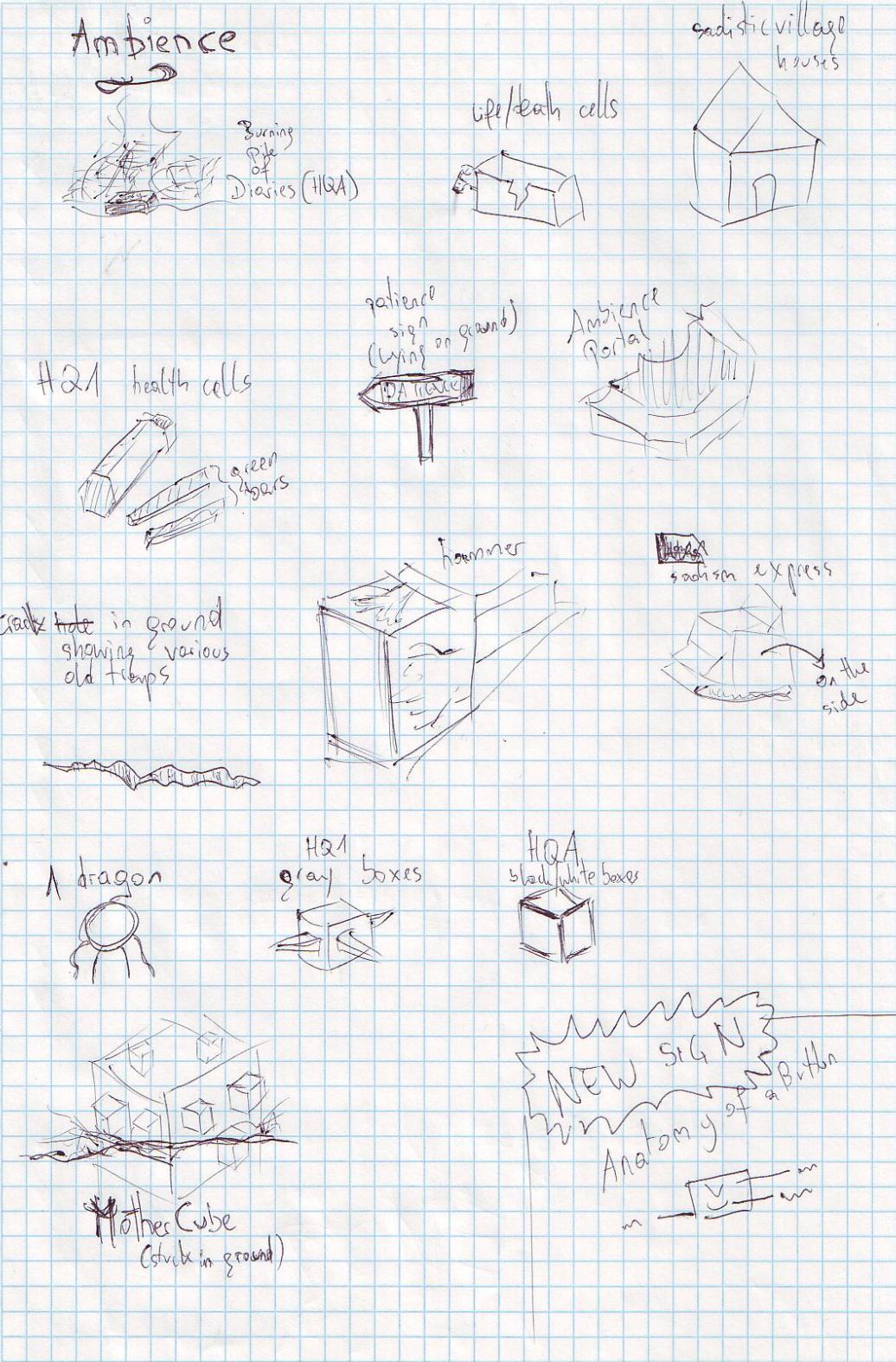
Later while watching Auri play Black Mirror I suddenly had two ideas, both versions of older ideas I had, so they finally came to fruition, so to speak! One is a hallway where you see the path 2D on the wall next to you and you have to watch the wall to avoid obstacles, the other one is a moving train idea which the player has to move in four directions on a given path to get through.

Halfquake Sunrise - October 18th 2009

Back in Schallerbach.

Watched the Russian magazine video about halfquake 1 and 2 and 3, felt very good actually, the third part looked very strong and fits well with the rest, I guess. Too bad I didn't understand what was said.

In the train I was accompanied by a colleague today, but I still drew a few doodles for the ambience accident area.



I will slowly continue working on HQS this week. I'll start by importing all those traps that will be needed for the fight against Somos. That should keep me busy.

//Edit: Spent approximately one hour importing traps from the first Halfquake. I'm really falling in love with the Trackman mouse!

The Taskless Sheep CDs have been sent to me by Less and Task, they should've arrived on Tuesday, but nobody was here (obviously), and I've just arranged that they'll deliver the (very heavy!) package to me into the office on Wednesday. Can't wait to finally have the CDs. Now - I guess I need to work on that farm shop...

But... meanwhile, I have to take care of my hands.

It's good to be back though. Very, very good.

I've thought a lot about the voices in HQS the past few weeks and I'm still not happy. Today I had an idea for a bit of a story-ish scenario. Somebody breaks into the communication room and helps you escape. But even I'm falling asleep while typing this. Still - maybe there's a story to be told. Somehow.

I've read a forum thread from 2003 where somebody criticised the lack of story in HQA, maybe I can deal with that somehow.

Halfquake Sunrise - October 19th 2009

Okay, now I'm scared. Emanuel mentioned Halfquake again in podcast17.

"But the taste in mods has changed dramatically. We seek things like muddasheep's kind of Halfquake series. That's the kind of thing we want now, we want something intuitive and detail oriented, not just running around and shooting combine."

What are they expecting? >_<

//Edit at midnight: Vino wrote back and he thought HQS was awesome! Thank Gothazod! Anyway, he sent me a few suggestions and a pack of recorded demos, most of which I just watched. Now I'm dizzy. And I got a lot of VERY valuable feedback through that, my todo list grew quite a bit with all those fixes. Ah, I'll just watch the rest now quickly. Okay back. Last bit was missing for some reason. Too bad. Anyway, I think he was having fun! He did say though that it's not as sadistic as previous parts. He meant it in the general atmosphere. It's more of a puzzle game than a "I'm running through traps" game. But I think that will change with voices and background sounds and music.

I hope.

But even if not, I realized today what I have in my hands. It's huge. Approximately six hours gameplay, and I haven't even given him the Somos part and there are still three or four traps missing.

Good times!

But now... I need to take care of my hands.

Halfquake Sunrise - October 21st 2009

I got the CDs in the office today! Unpacked them and I was quite impressed! For an hour or so. Then I discovered an error on the back of the CD, Destiny is missing from the song list and as a result the last few songs have the wrong number. Got me quite mad, frankly. But I'm over it now, I think.

Anyway. The CDs look awesome and I sold two already, and gave four to my mother.

Now my hands... are fucked up again. In a different way though. It's more like a stinging in the fingers. I can't do anything at home yet. I'm very frustrated by that, naturally...

Meanwhile I'm thinking about a different way to talk to the player in HQS, or tell a story even. I got a few. Just now I thought of a sun-like thing that always follows you (a func_tracktrain that gets triggered throughout the level), but that requires a huge load of triggers and path corners, I don't know if that's worth it. Maybe for one level. I'll note that down at least. And I played with the idea that the player is guided/talked to by a whispering voice. Would be kinda creepy, and I could even pull it off, but I don't know, it might be too gimmicky, too serious. Even though the voice could say random stuff too, but I don't know. Also had ideas of like, telephone stations, which you have to press to hear the voice. Meaning the player could go through the game without even hearing the voice once. But then it's like listening to only the right side of a music track. You might just miss the acoustic guitar on the left. I don't know.

I really believe a little story element is needed, something that glues everything together. And I actually want to refrain from using the old scheme. Like, the player walks around and a voice talks to him. I don't want that. I'm also kinda bored about the sadism part. There has got to be something else.

I had the idea of somebody kind of breaking into the institute and then helping you get out. But that sounds extremely boring. I had the idea of the voice being absolutely INSANE, schizophrenic and all that, totally over the top insane, to the point where it gets creepy, maybe, or ridiculous. I'm having a hard time finding the balance.

I also had the idea of a very emotionless voice, that ALWAYS lies. The first lie would be "go left" when in fact you should go right. And it goes on like this. But I'm not sure how long this would be entertaining.

Maybe I should just go with random.

Cause that's what it is, right?

Random...

Halfquake Sunrise - October 22nd 2009

I've spent an hour or so redoing the introduction speech once again and I think I'm getting close to the final one. It feels good. I think. And it establishes a bit of a character for the voice and the surroundings. I think that's a good start! And it keeps the door open for further lines of my voice. I can let people call in (Vino, and even a few lines from Nina), I can smacktalk the player whenever needed... and it should fit the overall atmosphere of the game.

Yeah, I think I found my voice.

Now I need to continue mapping... But at least people on the farm news are forgiving for the delay. HQA taught them enough patience, I suppose!

Or, well, the real reason is that they waited years, so another few months won't matter.

Let's just hope that it will be just months. Not another year...

Halfquake Sunrise - October 27th 2009

Added Somos' room from the first Halfquake to the final area of HQS.

Well, now. My hands are almost completely healed, for real this time! But I'm still afraid of the pain returning, plus I'm used to being lazy, so it's kinda... hard for me to get back to work. I'll take it slowly.

Halfquake Sunrise - October 28th 2009

Added another two rooms (the letter field of HQA, and the first room of the quiz area of HQA). The map texture use is at 2.69 MB out of 4 MB right now, but the rest of the HQA maps don't use a lot of other textures, so I guess I won't have any problem there.

I've gotten increasingly drier in these posts, haven't I? I don't know what else to write, I guess.

I can't wait to play Uncharted 2 again today, and watch Up. Lots of good stuff!

I guess I could work more, but honestly my right hand is feeling tired again (I actually did some work for the real work today, I had to make a logo animation that resembles leaves falling down on the ground). And I'd rather play later. And I'm gonna start cooking now to save some time. Auri's on the way home.

Oh yes, I had a dream that my father had a heart attack. I called 112 on my mobile, but only the answering machine answered. I told Auri about it, then she said, there's nobody on the ground. I turned around and the father was indeed gone. Weird.

Halfquake Sunrise - October 30th 2009

Added another five rooms from HQA to HQS. I'm done with importing now (unless I want to add the bonedude part later, which I maybe will, but that can wait). Now, I have to figure out a good succession of these traps. Then connect them with breakable holes. Then animate Somos.

Okay, I just put the traps after one another. Right now, the letter field is last, but I guess there will be another trap after that, maybe a HQS one, where everything falls on top of the player. BOOM!

...

/o.o/

Anyway, enough for today. I'll get back to doing nothing!

Halfquake Sunrise - October 31st 2009

Had an idea for the cursor thingie for the chess trap, which I implemented today. Well, mostly. Still need to configure all the other 120 entities. O.O Just enter numbers 1-64.

But anyway.

Halfquake Sunrise - November 01st 2009

Back in - you guessed it - Schallerbach.

I finished adding the blue cursor thingie to the chess trap. Phew.

My hands ache slightly again, probably overdoing it again...

In the train I read the latest Asterix book, which was basically just a recap of the past books, which kinda sucked, and thought about the Ambience area (added the Mothercube to the selection of items), and the Somos end part. Still not satisfied with how that should play out currently, but I'll think of something.

Can't believe my hands still hurt... Man... I hope this stops. Soon...

Halfquake Sunrise - November 02nd 2009

Connected the first two traps with the Somos room through exploding holes. Looks good so far!

Right hand hurts again...

I'm getting more confident with my idea again. The one where Somos follows you around and shoots at wherever you stand and you have to use that to crack the walls open to the thirteen traps. In fact, I had an idea for Somos' movement - he could teleport around with this cool effect of copies of himself three or fourtimes flashing half-transparent around him and then appearing at a different spot. That or just move him around, train style. But the teleporting would probably look/feel better, plus I'd have a lot more freedom to animate his limbs. I could, for example, use different Somos models for facing different directions. Teleporting could also make it very hectic. Could make him zapp around a LOT. The funny thing would be that he'd still be a train, an actually teleporting one, and depending on the path_track, a different Somos would be rendered visible - and all Somos model simply move along with the train. Thus, the teleporting effect moves with him as well and can be triggered shortly before firing his train ride.

Okay, that means I'm excited for that area a bit more than I was already anyway.

I find my actual job very straining at the moment. People fight a lot, and there's a lot of negative energy in the air. Everybody despises the other one, it seems. Sigh.

But who knows. I may try and enter the gaming world after HQS is out. Somewhere where I can attend meetings and talk about game mechanics and gaming philosophy and level design and... stories, quests, player reactions... Yes, that's me, I guess.

Anyway. Hands hurt. [Shitfucks](#). Gonna watch Moon now...

Halfquake Sunrise - November 03rd 2009

Another hole in the wall to the life/death/exit room!

Hands hurt! ...

Man... I probably shouldn't do anything tomorrow. May need to rest. I hate it...

Darrn gave me a music tip today - Fever Ray. Awesome stuff.

Halfquake Sunrise - November 05th 2009

Yesterday after work I drove to my father, with the intention of getting a WLAN router to work with his USB modem, and then hook up the PS3 Slim he had bought for Alex.

Easier said than done. Suffice to say - I worked around six hours. And in the end I had two WLAN routers working together (I needed the old one because for some reason the signal was stronger), but the PS3 refused to work (after having done so for maybe fifteen minutes). Some stupid DNS error. Which, after a lot of reading, turned out to be simply a hardware/software failure on Sony's part.

We decided that I give them an extra long ethernet cable, so they can at least try if it works with that. And then later they can decide to put a cable in the walls. Or something.

Alex has been VERY impatient all this time, saying rather demotivating stuff all the time, like "why try - it won't work anyway". Really irritating. I mean - he just got a fucking PS3 and GTA4, and he had a face on like some close relative died. Just because multiplayer won't work for another few days (or maybe just one day, if it will work tonight), he gets all emo. That was really frustrating.

But anyway - the reason I write this here is actually because of Nadine. I gave my father one of the TLS CDs, and after a while it landed in Nadine's hands. She unwrapped it and carried it into her room upstairs and played the CD. She came back down later with a piece of paper in her hands, showing me a pencil drawing. To my surprise, I realized that this was an imitation of a drawing I gave her back when I was visiting granny. I think that was more than half a year ago. It was basically a little UFO-like creature, with spider legs made of metal. And a funny guy sitting in it. And she had redrawn every single bit. I was ... touched! That was really awesome. Later I saw that on her door there was still the "Nadine" sign that I had drawn her the same day back then. And I heard my voice coming out of her room.

That was a funny feeling overall. I wonder what will happen the next ten years or so.

I've just watched an interesting video showing John Cleese talking about creativity. A few interesting notes I have taken in my mind, like, interruptions are bad (I figured that out), and you've got to make yourself an oasis where you return to and sit down and let out your creativity (like a tortoise, which is too shy to come out otherwise) (I figured that out too, the train rides are my safe havens). And he told about his sixteen year old self, writing a text, that made people laugh and that he realized that this was amazing. I kind of had the same experience back then with my school magazine and my Kommissar Reklur short stories. The feeling of making people laugh is absolutely fulfilling and satisfying.

He also said that sleeping on a problem is actually possible (I figured that out, the next day you can't believe what the problem even was, which he also said). Next he said that once he had written a script, lost it, and rewritten it from memory, he realized that the rewritten one was actually better than the original. This made me think, that I maybe should simply restart the Walter's Deal story from memory. Cleese explained that the subconscious would work beyond that.

And I think that is why it's important to make first drafts, and then work on it again and again. Just like in EVERY area: drawing/painting, making music, and even programming.

And he said - if you're stressful the whole day, talking all day on the phone, ticking things off lists, etc, you can't be creative.

And: "To know how good you are at something requires the same skills it does to be good at that thing."

Personal Halfquake - November 09th 2009

Started building the shop.

Personal Halfquake - November 10th 2009

Removed most of the stuff I had programmed for the shop yesterday. Basically the whole basket and checkout system is gone now, and I've replaced it with the basket system of PayPal. I don't trust my programming skills enough. Plus, it's easier to let EVERYONE see the shop this way, not just people who have a PHQ account and are logged in.

Anyway, I've got a problem figuring out how to calculate shipping costs, and if I should just make two buttons, one for Austria/Germany, and one for International, but... I don't know. The guy from Sheldon Comics and the guy from Evil Inc do it exactly like that. But I always wonder what would happen if anyone chooses the wrong button with the wrong shipping costs. Do you send him a message and tell him to come up with the rest of the money? That's kinda awkward. I even thought about refunding shipping costs if somebody paid too much. But that's even more awkward.

Maybe I'll just let people pay 8 bucks per item and call it a day.

But - I kinda fixed that issue with my own checkout system. You can't have it all, I suppose...

Hands hurt a bit more today. Damn. I hope this will stop some day...

Halfquake Sunrise - November 11th 2009

Had a quick idea for a song after hearing Bjork's "It's all so Quiet" in my head while taking a shower. I wrote it down quickly and used the IAD Sound Designer for some basic tones.

Can't wait to hear where all this is going...

Personal Halfquake - November 11th 2009

Drew a title for the shop, called it "The Place Where You Can Buy Things". Also took a look around for shipping options with PayPal. There are more or less zero. PayPal seems to be lazy in that regard.

Now I can either split the whole page into Austrian/German and International, or add two buttons for each item. I guess it will be the latter. It worked for the big guys. It will work for me.

Personal Halfquake - November 12th 2009

It is done!

The shop is [available to all](#).

Shipping costs were a beast to handle. PayPal sucks that way. I've done it with a complicated percentage calculation. It works alright, I guess.

Now, we'll see if people buy the CD.

Halfquake Sunrise - November 13th 2009

All in all it's just another hole in the wall!

Only eight more to go!

I don't know what that pain in my hands is. It's not the inflammation. That's definitely gone. Maybe damaged nerves that need to regenerate and they do it slowly? Not sure. But it's like there's a needle stuck in every hand while working. Plus, my hands are exhausted rather quickly...

No comments on the Meadow Mayhem sale news post yet, and no orders either. I'm not surprised, kinda expected that, but of course I say this, I always expect things to go wrong.

It doesn't matter though, I know that I'll put more stuff on there, so someday somebody will buy

something. I hope.

Listening to Fever Ray (and getting two or three songs stuck in my head all the time) really makes me want to create music again. The TV show Glee helps too, as weird as that sounds! I just love the passion behind the singing.

Man, I wish HQS would've been done by now. I wish my hands were fine again...

To say it with the words of Fever Ray: It ain't over, I'm not done.

Halfquake Sunrise - November 15th 2009

Sorted my black HQS file a bit in the train, and wrote yet another version of the Somos Battle Plan. I think I got it now.

Just now I revised the intro speech once again (fourth time, maybe), but I truly believe I found the right words and the right tone now.

I also made the fifth hole and [recorded everything](#). Seven to go.

Oh and, I'm back in Schallerbach!

Halfquake Sunrise - November 16th 2009

Another hole done, six to go!

Saw the boss at the company again today, the one who suffers from cancer and who could die any day (I'm serious). He has heard Meadow Mayhem and praised it. He told us (me and my colleague) about his condition, how every day he thinks he's gonna die, how every little stinging makes him think, this is it now, isn't it?

(October 23rd, 2012: This day was actually the last time I saw him.)

Another colleague of mine has listened to Meadow Mayhem, and he said, despite not being his taste of music, he thinks it's very professionally produced.

Good to hear!

Pinkerator from the russian magazine sent me a remix for Ambience today and a new track especially made for me. He also wants to do a collaboration with me for HQS. We'll see!

What else?

I'm tired.

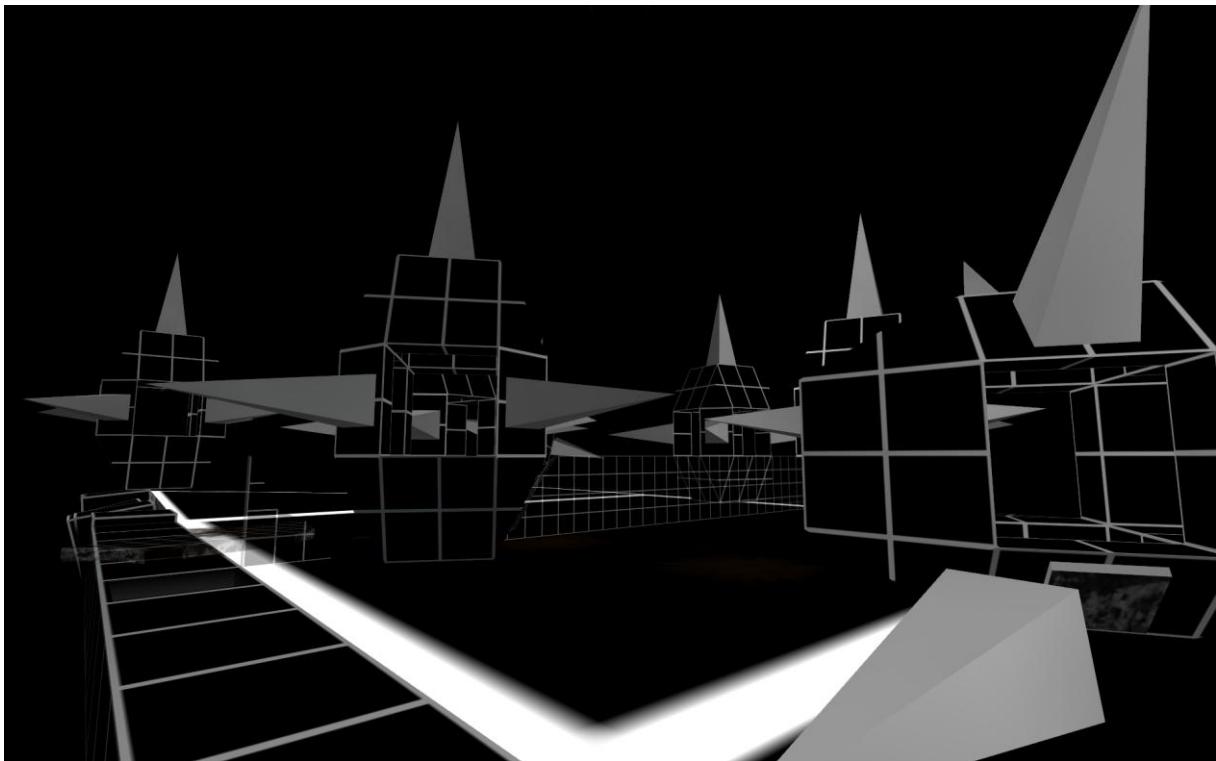
Oh. I felt an itch on my right shoulder today, scratched it, and then the second time I scratched under the cloth and felt something strange. I looked at it and saw something black. I immediately panicked and undressed, waved the pullover around like mad, then I put it on again quickly, so that nobody saw me. I then looked on the ground to see if I could find the insect. And I found it: a ladybug. And it was already dead from my scratching. I kicked it with my boot. Out of disgust.

Yaaaaah. Bad person. Or something like that.

Anyway. Tomorrow I'll visit my father again. On Wednesday I'll visit my grandmother (my mother's mother). SO, I guess, not a lot of holes gonna be dug this week.

Halfquake Sunrise - November 17th 2009

Dug another hole, five left!



I've also put those elevators back on the tennis field and made them look a little, uh, disoriented! I needed a "bridge" to the wall where the new hole should be, and I had the idea to use those elevators again.

Talked to Actine once again today. He asked me about HQS. And he told me that usually in a series, the first one is more of an introduction, the second is always the best, and the third is always the worst.

Had a bit of a discussion with him about the pressure I have to deal with, I sent him the explanation from 2006, about the various stages HQS has already been through and how every day I have to block and ignore people's expectations.

He then said that he understands now, that he won't ask about HQS anymore until it is released. And yeah.

Of course - that talk brought up all those feelings again, which needed yet another session of internal shutting down. I succeeded so far, as today's progress should indicate, but it still scratched a scar open.

What if nobody's gonna play it, what if nobody's gonna like it, yadda yadda.

Auri likes it.

Vino likes it.

BJ seems to like it.

Nina seems to like at least the visual stuff. My mother too.

It can't be that bad then, can it?

Visited father again today because of the NAT 3 router limitation highlighted by the PS3. Couldn't fix it. Drove home.

Tomorrow - visiting grandma.

Thursday - going to Chinese restaurant with Darrn.

Now - sleep.

//Edit: I forgot to mention: Khimitsu bought a Pure Awesome Edition of Meadow Mayhem and wrote me a long message! Haven't heard of him in a while and now he returns with a bang! So to speak. I'm happy!

Halfquake Sunrise - November 19th 2009

Didn't do much. Went to chinese restaurant with darrn, talked about lots of interesting stuff, even hit each other for a minute with self-made black sticks (outside of the restaurant, it was fun actually for some reason, like a sword fight). Talked about gender, how women and men are actually really equal, porn, games, ideas, and so on. He also bought a Meadow Mayhem CD!

While waiting for him in the car at the train station I listened to two recorded song ideas on my mobile. My mind's working on those again now subconsciously. I also noted down an idea in the morrow for the bonedude's talk about Mary. Basically I had the idea to make a black screen for a few split seconds and then hold the player in place while bonedude speaks with reverb. I guess that works best.

Then, in the car I had the idea for drawings on the walls with Mary and her smile and "Where is she?" below her.

And just now I fired up Hammer for around ten minutes.

But I'm just so tired... I'll just go to bed.

Halfquake Sunrise - November 20th 2009

Black hole suuuun, won't you cooome...

Four to go.

Made the Meadow Mayhem packages for Khimitsu and Maria. Will send them away on Monday.

It's 20:49, but I'm afraid my hands will hurt more if I create another hole. Maybe I'll continue in an hour or so. Also, now my thumb hurts slightly. Argh.

Halfquake Sunrise - November 24th 2009

Started with the next hole, then went to pick up Auri from her uncle's practise, and while waiting for her I actually drew a picture of the hole I was working on and then I drew a sketch of a new idea for the HQS website, which I think sounds pretty good!

Halfquake Sunrise - November 26th 2009

Boom, there, another hole.

Three to go!

What a week. Had to pick Auri up yesterday and the day before yesterday. First, her uncle wanted her to stay because of his speech on Saturday. And yesterday her PC broke down in the practise. And afterwards we went to Yanghaus with Pamchan because we were too tired to cook ourselves (for Pamchan).

Hooked up my Wii again and started watching Xena, which is awesome. I played Megaman 9 again, which is awesome. Auri and I started playing Dead Space Extraction, which is - yep -awesome! And today, boys and girls, I'll get another package with... Left 4 Dead 2, Assassin's Creed 2, New Super Mario Bros. Wii, Another Code: R - and three books for Auri.

And we're gonna play the hell out of the next three days. YES. Cause we're tired.

Work is going good as well, fixing and adding lots of stuff.

And HQS, my dear child, only three more holes to go. Then Somos needs a few waypoints. Then credits. Then DETAILS. Music. Testing. Fixing.

Release.

HAHAHHAHA! Release. Yeah, I won't believe it either, until I see it.

Halfquake Sunrise - November 30th 2009

Two more holes, one more to dig.

Slowly starting to be afraid of hitting some kind of limit again. HL ain't too forgiving when it comes to lots of holes in one map, I guess.

But so far, it seems pretty good.

So, tomorrow (I'm having vacation this week) I'll add the last hole, then implement Somos. Woah, somebody on the street just yelled something really loud. Uuuuh, yeah, Somos. Tomorrow.

Still a long way to go. Lots of mapping details will follow. Credits. Soundtrack. The new website. But I'm getting there. December - end of mapping. Hopefully. Well, apart from bugfixes during testing phase.

Halfquake Sunrise - December 01st 2009

Aligned the last room to see where I should dig the last hole. Also started thinking again about the last fight with Somos. Had an idea to shoot pillars into the air and when Somos is right above a pillar, he gets killed. Of course that would mean buttons. So the other idea would be that the player has to jump on those pillars and jump on the head of Somos to kill him (use his head).

Plus, Somos beams around the letter field, maybe four beaming points or something. Yeah.

Halfquake Sunrise - December 03rd 2009

Last hole is done! It's right underneath the old Somos. Which caused some errors. For some reason. And the moving platforms kinda look odd. But I'll let that be for now.

Tomorrow - Somos.

Halfquake Sunrise - December 04th 2009

Alright! The prototype of Somos is done. He can teleport and shoot at the player. He even looks at the player all the time! It should be real easy to implement in the actual level now. Which I'll do on Sunday when Auri's at the theater.

I'm really happy that this is done now, that was a big hill to climb and I kept thinking about it the last few days constantly.

Now I'm off to buy food.

Halfquake Sunrise - December 05th 2009

Adjusted teleportation time a bit, it now takes two seconds less to beam around.

Went shopping with Auri today, she got new boots, and a present for her mum, I got new winter shoes, two new shirts, and socks, and I bought two books for my mum (which we gave her today) and a H. R. Giger book for myself (for only 10 euro, and I always wanted a book, kinda, I love his stuff).

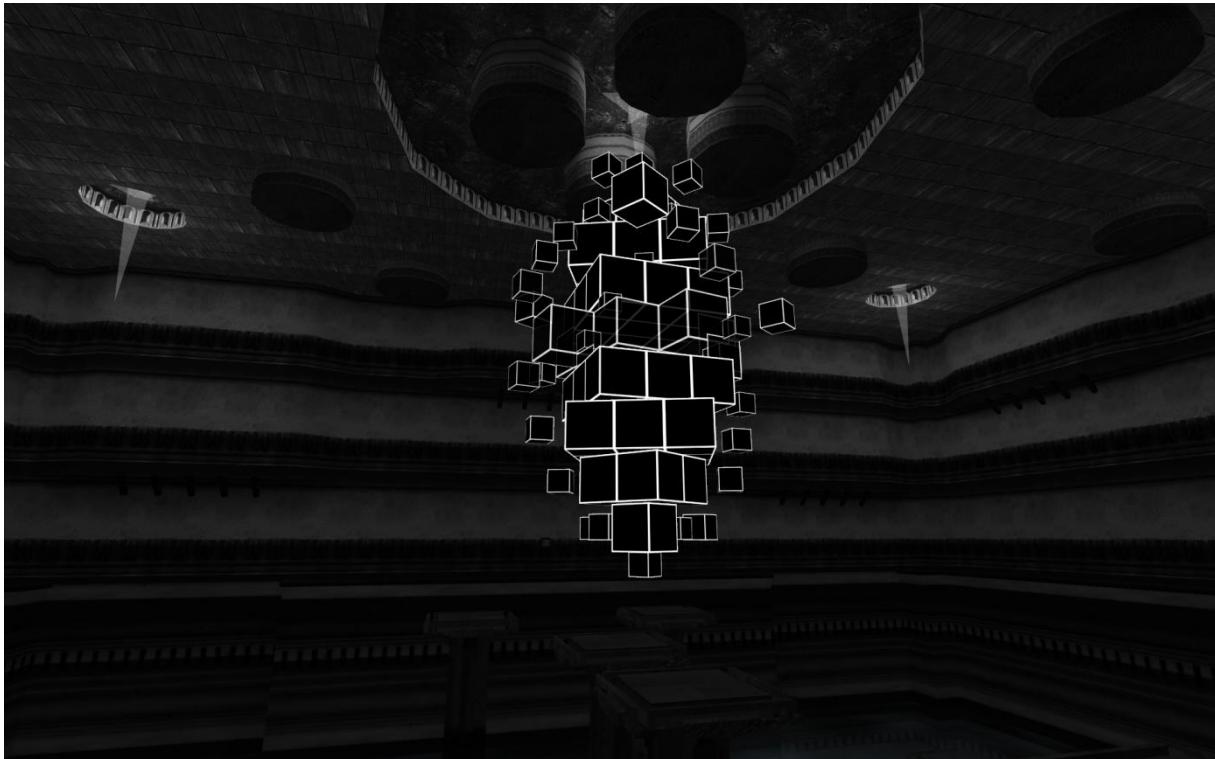
Then we had dinner with my mum and Wolfgang in a fine restaurant right around the corner. Was fun and good!

Just got another email for the death list. I got more than 350 emails now... Yep, time to finish this.

Halfquake Sunrise - December 06th 2009

When Auri left to watch the musical, I fired up Hammer, flew into Somos' room and immediately thought that it needs to be bigger. Now, three hours later the room is mostly done, even with a fake strategy for

the player to pursue before the hole in the wall appears and the player is faced with a different strategy. Looks alright. My right hand slightly hurts, so I thought I'd stop. Tomorrow I will throw Somos into the next room, and when the player enters Somos' room, Somos will teleport inside and start shootin'.



Just had the idea to release Sunrise on a Sunday. HA! How's that?

A quick calendar check - April 4th 2010 looks good. That would be 04-04-2010 as a release date, and Sunday too. Or 06-06-2010, that's another Sunday. But that's also pretty late. April 4th then?

Heh, July 4th is also a Sunday. August 1st, too! Damn. I'd have loved to be on the first of a month.

But I guess April 4th looks possible. 04-04-2010.

Bring it on!

Damn, I just realized tomorrow I'll visit Kenti on the afternoon. So, no mapping.

And I [made a video](#) jumping through all the traps in the Somos area. Looks pathetic, but I wanted to keep that as a memory.

Halfquake Sunrise - December 07th 2009

I'll meet Kenti way later than expected, at 5pm, so I had an hour to work on Sunrise. I threw Somos into the map and about 50 triggers around the first room, so Somos can shoot at the player.

Man, I hope I won't hit an entity limit... I still have to make probably another one or two hundred triggers. Sheesh.

Not to mention the fight at the end.

But anyway. Can't wait to see Kenti again, I guess it's gonna be fun!

Halfquake Sunrise - December 09th 2009

Somos can follow the player through the first two traps, and I've added a little randomness to the target of his sadism rays, so that they don't always shoot at the same spot. Nobody will notice that so who cares!

I've only slept for three hours today. First day of work. And didn't want to sleep yesterday. Bah.

My Life as a Dark Lord is awesome.

Two sites got a new design today, IGN and GMX. Well, GMX only got a new startpage. And I'm really starting to dislike GMX. I'd rather use GMail by now, but I've had the GMX address for so long, I'm kinda stuck with it. Makes me wish I had set up muddasheep@halfquake.com in the past.

But the new IGN looks awesome.

I like such updates.

Smells of hard work and motivation.

Halfquake Sunrise - December 10th 2009

Fixed two issues. First, Somos now stops looking after the player while shooting lasers. It looks better that way. Second, for some reason when the laser got triggered, you could see where the lasers shot at BEFORE the current target. Must be some HL glitch. I found a little workaround for that (redirecting all lasers "inside" Somos, so you at least don't see the old laser target anymore).

And I made the transition to the next trap (Life/Death/Exit room), with the exit cell serving as a little stepping stone when jumping down.

The next room will be trickier. Somos won't fit into the room, I'm afraid. I'll probably just make another room above, let Somos teleport into that, open up a hole (kind of as a surprise) and then let him shoot down into the current room.

That or I let Somos sort of beam into the hole that was just created. But I think that won't really fix the issue that the player will be hidden behind the columns most of the time.

We'll see.

I gotta drive to Auri now, today's the Christmas event of her uncle's practise at the Chinese restaurant.

Oh yeah, I woke up today with Auri at 3 am in the morning and couldn't sleep for another three or four hours. I don't know what happened. Lots of thoughts were in my head about HQS and its release, but also of Dark Lord (playing out strategies in my head). Weird. My mood's kinda reflecting that night.

But anyways, gotta go in 30 minutes.

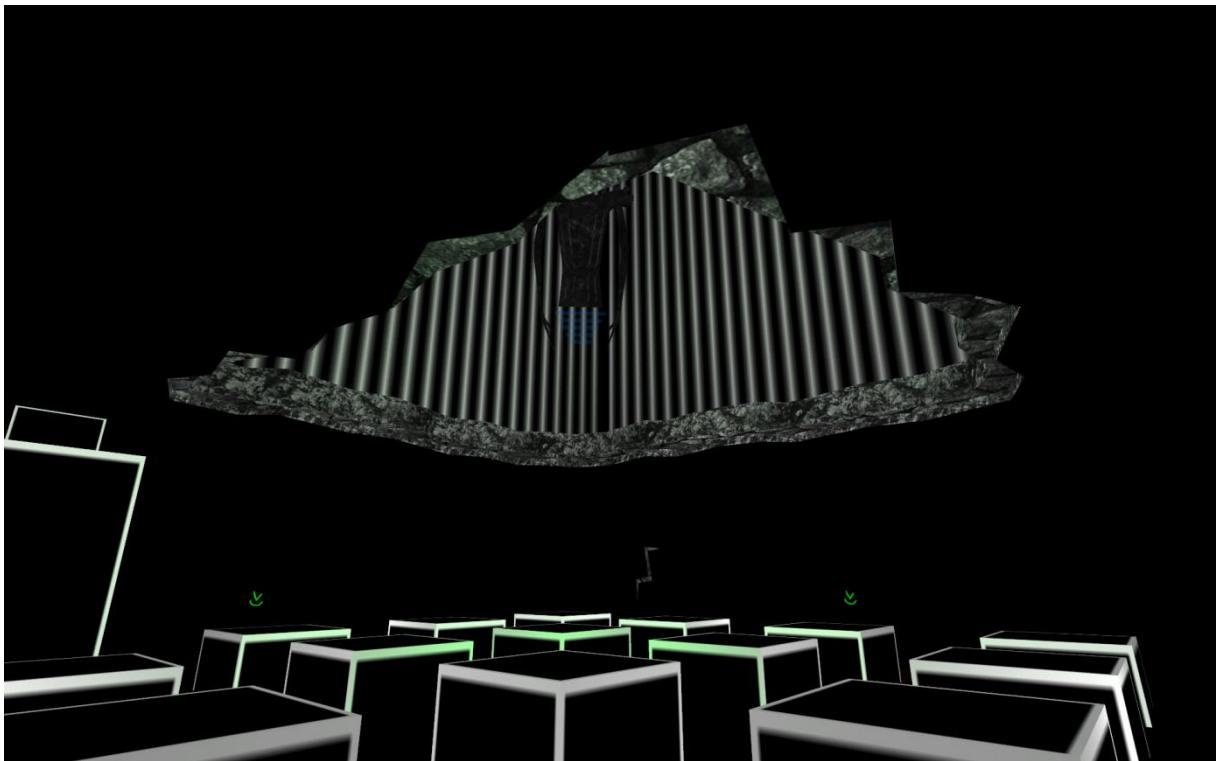
Halfquake Sunrise - December 11th 2009

And there it was - the limit I've been waiting for: MAX_MAP_CLIPNODES.

Fortunately, that one was quickly resolved as I put a few CLIP brushes around complex holes where the player would never reach anyway.

Can't wait for the next limit!

I've let Somos enter the room above the next trap, destroyed the ceiling and let him fire away at the player.



Only about eight traps to go!

Halfquake Sunrise - December 13th 2009

Made more rooms for Somos to be able to walk and shoot through. Three more to go, then the last area with the final stand, then level change (or big "INTERMISSION" ad) and throw player into credits hole.

Had the idea that I could use that quick blackout that I'll use for Bonedude's lines for the Somos areas as well. Like, the further the player comes, the more often the screen goes black for a split second (with noise sound and maybe noise too sometimes). Which would be a simple trigger_camera somewhere.

Well, there's the problem with the background music. It should be stopped as well, but that is probably an ambient sound which plays "everywhere", so ... after such a blackout the music would start again at the beginning. Which sucks.

I could use those blackouts though to change the music, which I want to do anyway (go through three or four versions of the same track).

Maybe, instead of being followed by Somos, in the last area at the letter field, I could turn off the music and let the player walk to the letter field with the blackouts happening really often.

That could make a nice effect. Then when the player's there, Somos teleports in, somehow makes the player unable to turn back and run away from the field (let a big hammer block the way), and the final fight starts.

Which I'm still not exactly sure about. I know that Somos will beam around a lot, shoot at player, and that there will be columns the player can jump onto, towards Somos, then the player has to jump at Somos' head (or on top of it) and use the head, which results in an explosion and trigger_push and total blackout.

The columns could be a stack of cubes, an actual column from the column "puzzle" next to the word machine, an exit cell, etc. Yeah, I guess that could work.

Alright!

Well - more tomorrow.

I'm back in Schallerbach after three weeks in Vienna. I've got to say... I mean I like this room. I like

being able to make music here, but... How long should this go on like this? Some day I need to stay somewhere. I can't always hop around like that.

(October 23rd, 2012: Three years later, I've [made a decision!](#))

Meh.

First, HQS needs to be done.

Halfquake Sunrise - December 14th 2009

Hit two limits today!

First, the maximum of brush based entities, then the "no free edicts" limit. Woah. I decided to split the map. And display an "Intermission" thingie before the level change.

Then I had to copy Somos into the new map. And made him transition into the next two traps. There's one room left (ye olde Somos room) and then it's off to the letter field.

Four hours! And my hands aren't that thankful.

Still - it is done. And I'm already running around getting chased by Somos. Fun!

Valentin sent me a youtube video of him playing a piano medley consisting of Stranger, Whenever You Dream, Craving, and two of Nameless Somos versions. It's awesome. Auri asked me what I feel when I watch something like that. And I said: "My work here is done. <.<"

I've inspired somebody, I'm done. Let's pack our things, guys, I'm going home!

But of course, there's HQS and lots of other stuff still to be done!

Which will probably scare all people away and my work here is definitely done. Ha.

Well, okay, I'm just kidding.

I'll scare away only some of them.

Halfquake Sunrise - December 15th 2009

The last room is connected (the old Somos room) and Somos can now follow and shoot at the player throughout all traps!

Except of course for the very last one - the letter field.

Which I'll get to, uh, on Friday!

Cause tomorrow I'll visit granny, and Thursday I'll meet with Darrn.

Visited my mother in Paradiso today evening to eat (I basically ate Wolfgang's food, since he was out playing tennis). Paradiso is right around the corner, and free food always sounds good. Plus, it's a four star hotel. Five star actually, unofficially (to get more companies to do their seminars there or whatever). Either way, the food looked wonderfully, but tasted a lot worse. Bleahrghl. The hotel interior looked really luxurious; there were very long and narrow hallways with a very low "calm-down" music playing in the background. You could really barely hear it. There was a room with artificial warm light and a dozen divan beds. My mother opened her room by moving the "watch" on her arm wrist against the lock, it responded with a beep and a small green light.

I felt like walking through a game. It was awesome. I saw real snobs, even some cliche rich guy with his hot chick. It was a real adventure.

But then I left the building.

And returned to my room.

And watched silly youtube videos for two hours GOD WHY DID I DO THIS!!! >_<

But at least I got one hour of HQS.

And I'm now ready to approach the final final FINAL fight. A quick intermission with the player walking to the field, while a camera gets triggered constantly, showing static noise. Then lots of garbage on the letter field, Somos above, columns made of random HQ stuff, Somos beaming around, the player climbing atop the columns, using Somos' head - BOOM.

The End.

Diary - December 16th 2009

So, I visited granny and my father joined us a bit later.

Talked a lot, ate a lot. My father told about his past a bit, that he even once drove a tank for an hour or so (and that the guy above him was basically standing on his shoulders or something), about the trips he had recently with his family, at one trip Fabian and Nadine were too scared to go up a mountain by gondolas, they did so anyway, and Fabian really loved it afterwards. Stuff like that.

I gave a TLS CD to granny before we left, she seemed to like it, I showed her the images I had drawn and told her that I used some painting techniques that I had learned from her.

I feel that she won't like the music or... I don't know. I really have a hard time imagining her listening to those songs.

Anyway.

It's 1 am. No time for HQS anymore, I suppose...

Halfquake Sunrise - December 17th 2009

Holy crap, I'm TIRED!!!!

Okay, so I had an idea a while ago to display the hours I've worked on Sunrise the previous ten days or so, directly on the HQS website.

I invested an hour or so and ...

Well, it didn't feel good. There was the expected pressure, but not that kind I can handle. I'm accustomed to the normal pressure of having to really kick HQS out the door soon, or else my credibility gets even worse. But ... somehow opening that little information of displaying the date and the hours I spent made me feel... watched.

And I disabled it for now.

I visited Darrn in Hagenberg in the library (he works there, well... working as in sitting around waiting for the library to close) and we sat in the library and talked about his new relationship.

Lots of sex talk followed, and other stuff, about me and my projects, how I now see everything as just different "languages", like, making music is simply a language, writing (duh), singing, programming - anything, so "Jack of all Trades" really just means to learn more languages. And the more languages you learn the better you come to understand the fundamentals.

It was fun, as usual, and sitting in the library was a nice change of surroundings.

Darrn introduced me to two friends using my nickname "muddasheep". I asked him why, and he said because they know about me and my stuff. To the first he said, "you know, the one who made Halfquake". That was weird.

ANYHOW, as I was saying - I'm supertired. NOTHING has been done for HQS today, and tomorrow we're gonna bake cookies. Seriously. Company Christmas event.

Peace, y'all.

Halfquake Sunrise - December 18th 2009

The way to the letter field is done. Random static noise, interrupting any background noise. Don't know if looped sound will be cut off too. We'll see.

It really is a struggle now to get to the letter field. Added bonus is that the underground is black, which I set to having no footstep sounds.

But man, I am way too tired for this shit right now. This was one hell of a week. I'll continue on Monday.

The cookie christmas event wasn't half bad today. I actually handled rolling out the dough. Which was fun. We got cups with our names on them, USB sticks with 512MB memory (which is a bit too little for my preferences), and a box which we could fill with our self-made cookies.

After the cookie making we went to some christmas market and ate some sausage with sauerkraut. 😊

And we left early cause we were freezing our butts off.

Then I walked to the train station with a colleague and there I had to wait for forty minutes for the train. That's Patience times two, now that I think about it. HAHAHAHAHA!!!!!!1111111111 Anyway, uh. Was kinda relaxing walking around slowly, watching all those people for half an hour, then I boarded the train and went home.

Well, post office and supermarket first. But whatever.

I got God of War Collection today (GoW 1 and 2 in 720p, 60 frames per second). That's gonna ROCK!

Tomorrow Auri and I are going to watch Princess and the Frog, and possibly Avatar afterwards.

We'll see.

God, I'm tired.

Downloaded Charlotte Gainsbourg's album IRM today (produced by Beck), which is quite awesome!

Halfquake Sunrise - December 21st 2009

Started throwing decorations onto the letter field.

Assassin's Creed 2 is absolutely beautiful, especially Venice. Wonderful.

Halfquake Sunrise - December 22nd 2009

Continued decorating the letter field, added a ramp so that the player can't go back (and walk away from the letter field), and added a path the player will have to follow, jumping from object to object, to kill Somos.

Or use Somos' head.

Haven't tested it yet, but at least it compiles. Phew!

Assassin's Creed 2 is done, now Auri and I are playing Dragon Age next to each other. Fun so far.

Halfquake Sunrise - December 23rd 2009

Fixed a few things, like the head of Somos being far away from the body (which was funny), and fine-tuned the way up to Somos. You now have to actually jump on Somos' head to kill him. Not just use it.

I'm worried that nobody gets this. But on the other hand - you end up at the same height as Somos. That has to mean something, right?

Also started adding the laser targets for Somos.

Halfquake Sunrise - December 24th 2009

Finished adjusting the target names for Somos' laser target entities in the letter field map. Still need to fix the trigger_multiple dimensions.

We're in Lienz now.

Halfquake Sunrise - December 25th 2009

Somos shoots at the player now while he/she is jumping upwards to end Somos' life.

The sad news is that it's too hard. It's downright impossible, in fact. Especially when you save right before Somos shoots at you. Then you're screwed.

I don't know what to do about that. I already delayed the shooting.

Okay - I talked to Auri, I think she's right. Don't let Somos shoot at all.

Instead, I increased the "mental breakdown", as I call it. The short bursts of static noise on the screen that completely halt the player. Even mid-air!

Maybe I can make it so that Somos is doing it. The first time you fall down in front of the letter field, he could say something like, "Let's see how you like my latest ability."

Hmm. I still leave the shooting as an option though...

Anyway, the level change to the very last level is also done, including a rough first draft of the surrounding rubble. You can jump on Somos' head and/or use it and the level changes. Bam.

Damn, what to do with the shooting... I think I'll sleep on it.

Halfquake Sunrise - December 27th 2009

Still don't know what to do about Somos, so I've decided to simply go through the todo list (consisting of mostly the beta test results). I've changed stuff in map 1, 2, 2i, 3 and 5.

I've changed the style of the "train worm thingie" in the first map, added a bit more details, and I couldn't compile it anymore. Had to put lots of clip brushes around the map to make up for that.

I'll probably continue tomorrow.

I've found a forum entry over at somethingawful.com yesterday. The author says that the third Halfquake part has been in development for so long he thinks it's a joke.

After that I couldn't just sit around playing Puzzle Quest Galactrix all day again.

I just need to finish this game!

Oh yes, the day before yesterday after I had written the entry here I began to make the new menu for the HQS website. I hit a dead end there as well though. Don't know which menu points will be there. And I think I'll just use Actionscript 2. Learning Actionscript 3 doesn't seem that rewarding anymore. At least, not at the moment when time is of the essence.

Halfquake Sunrise - December 28th 2009

Changed things in map 6, 8, 9, 10 and 11.

Finally added various stuff to the 9th map, I don't know if it's full enough already, but I think that it is. I especially like the burning pile of diaries. Still remember the moment I had that idea in the train.

I'm more or less done with the todo list now (except for sound stuff). That's good!

Now...

I think I will work on the new website tomorrow. It's time.

//Edit: Just looked at a few changes I made and fixed a few things in map number 9 and 10.

Halfquake Sunrise - December 29th 2009

I finally made the holes and copied them all over the place. I used only ten of the prepared thirty-five, though. Maybe I'll find a use for them later.

Here's what I used so far: exit, restroom, home, happy place, bottomless pit, treasure, paradise, inn, weapon shop.

I also added the sign "Ha! You fell for it!" into the very last level, just to give the player a hint that it's over.

Man, I have such a good feeling about this little addition today. I can feel the anxiety in my stomach!

Tomorrow I think I'll add autosaves. I think I won't add auto-save cells. It would be too much to add a cell after every trap. I already had worries about the holes, destroying the surroundings too much. But I placed them where they present a little hurdle for the player, so they aren't solely there for the lame jokes.

And boy, the lamest jokes aren't even in there yet!

I even had an idea how to start the whole hole-thing: with the exit sign. I think that way maybe more players will try to jump down. Ooooh boy! I can't wait for the beta testers' results.

Anyway, that's it for today. Need to play games now.

//Edit: Okay, the 10th map didn't compile - maximum texture load reached. I reverted to yesterday's version, the texture load is back at 3.98 MB. So, I only used nine signs (minus the "Torture Room" one)! Great...

Halfquake Sunrise - December 30th 2009

Expanded the dark hallway at the word machine and added the new jump and run part, where you see the level on the wall and it still affects you in a 3D world.



Yaddayadda!

Khim added his experience with me for PHQ to his portfolio which he'll use to apply for jobs. It feels kinda weird, but cool all the same!

Gonna play Torchlight now.

Halfquake Sunrise - January 01st 2010

I've [posted](#) a new screenshot of map hq3_3 (where player has to press a button while falling down) at 1 am, just to have an update for the new year, and THANKFULLY I've only gotten positive responses (both on the farm and on moddb). I'm really relieved about that!

It seems to be the right track I'm on... Let's hope it stays like that.

Very stressful here at the moment. We'll drive home to Vienna tomorrow. Don't know if I'll do something for HQS today. Maybe I'll try to get the hole back into level hq3_10. Guess I'll try that now.

//Edit: I did it! I threw out some actually unused textures and got it down to 3.95 MB texture usage. The torture room hole is back in!

Halfquake Sunrise - January 02nd 2010

At the morality intersection I changed the hard route a bit (made it a bit harder, I guess), and I changed the audience heads to func_tanks, but they don't look right yet. I'll figure something out, I guess.

Didn't sleep much today, brought Auri's mum to the hospital at 3 am in the morning.

(An hour later.)

Hit another limit, MAX_PATCHES, got rid of it and I think the ro(w)bot audience looks fine now.

Halfquake Sunrise - January 03rd 2010

Changed the patience ride a bit and added those flashes of the world being high contrast black and white for a split second.

I also added the suicide room for when you lose at the tower defense trap, changed a few eyes of the cubes and fixed the cubes floating above the tracks in round four and five.

Still in Lienz, we wanted to return to Vienna yesterday, now we don't know when we will come back. Maybe in a week.

Halfquake Sunrise - January 07th 2010

Created the prototypes for the ability ads and the cookie vending machine!

We're back in Vienna. What a start into the year 2010. First day of work today, too. Not all too bad, I guess. I mean, I didn't work much, anyway.

We came home yesterday at around 9 pm. Yuki had to announce her dislike of something we couldn't figure out - for quite some time. I heard her meowing in my head even when going to sleep.

Auri's mother still has pain in her back.

We had to cut down the Christmas tree for her, well, I cut it down, with Auri helping, I guess. It was kinda symbolic for how this Christmas holiday went.

I played through Defense Grid: The Awakening and more or less finished Torchlight with Auri (I say more or less because I think we hit an endless randomly generated dungeon and we grew tired of it).

MODDB hosted mods of the year 2009 awards. I would be awesome if I could get HQS in there next

year. At least into the top 100.

Or not.

Read an article about "different gameplay" in mods for HL2, like Dear Esther and Radiator. Sigh. Got me thinking about making something for HL2 after HQS, maybe even remaking all Halfquake parts for it. How awesome and utterly time consuming would that be?

Oh shit, I just got a new idea. I've had the idea of releasing all Halfquake parts in one package, and today I thought about what would I need to do to make that work. Basically recompiling all maps. And now - I just thought about actually remaking all those Half-Life textures I've used in the first Halfquake.

Then again, I'd have to add new models as well. For scientists, alien slaves, bla bla bla.

Still, a texture change would be awesome, I guess!

But... worth the work? I don't think so.

Anyway what who where why... I gotta go.

Halfquake Sunrise - January 09th 2010

It's been a few slow days again, but I plan on going to work my butt off for the sounds and soundtrack starting on Monday, when I'm back in Schallerbach.

Today, or rather, right now, I'm trying to find a solution for the new website.

I have the background I want, and there's a HQS button at the center, which can be pressed.

Now, I have the idea to let sun rays appear, in a thin drawn style, each ray would open a different section.

But a few minutes ago it struck me: Why do this? Instead I could just display everything important on one screen. So, basically, it all comes down to a fat download link and screenshots and a trailer/teaser. Maybe a box for an overall info about HQ, and installation and such.

So - you click the button, and then what? A string of thumbnails comes in, somehow, or...

You know, maybe I'll just make a normal HTML page with snazzy javascript stuff and a few neat images. Yep, I suppose that sounds right.

I noticed that people link to the screenshots of HQA a lot, so making a simple site showing all screenshots and a little information next to them would make a lot more sense. Plus, it saves me time. And probably looks more professional, anyway.

Also, I could make a normal farm project page as well for the screenshots, and keep the HQS website as a sort of intro that forwards people to the farm. Just like the HQA website, showing links to the game and the comic.

Yeah. I guess that's how it's gonna be.

So, maybe I'll keep the button then? And when clicked, simply forwards the user to the farm project site?

We'll see, I guess.

Oh yes, carnifexx contacted me again about the interview for hlportal. I guess this means it will happen sooner or later. And I got sweaty and nervous just be reading his message again.

I bet that I'm gonna have a heart attack the day I release HQS. I'm just so anxious and nervous...

Well, still roughly three or four months of work ahead of me. And boy, I can't wait to work on the sounds starting on Monday.

Halfquake Sunrise - January 10th 2010

I've mixed the Dying For The Greater Good sounds into one minute of death sounds. It sounds reaaaally weird, and kinda funny, and I can't wait to hear people's reactions!

I also finished the ability ad and the free cookie sounds. They're now ready to be implemented.

Sooooounds!

Oh yeah, I'm back in Schallerbach.

Halfquake Sunrise - January 11th 2010

Lots of stuff done!

I finished work on Vino's lines, they're now ready to be used. I prepared music for one of the ending dialogues, where a few random music tracks are referenced. And, I added old sounds for areas of the previous games, like for button sounds life/death/exit cells.

And I made the new superannoying sound for the old area of twenty death choices.

I'm also super fucking tired and my right thumb hurts. Guess I should stop now... I could hardly sleep last night, I keep getting over excited about the release! And I keep playing sections of the game in my head and think about how to improve them, while my heart pumps like mad. And for a quick moment I thought about the betatest and I swear I thought I'd lose it. I had to calm myself down... What the hell... Even right now I'm feeling like my heart is trying to escape through my ribs.

Oh and you know what else? On podcast17 William and noplk picked the interview with me for the interview of the year...

Halfquake Sunrise - January 13th 2010

Woah!

I just created 22 background loops and threw three of them together into a test map.

Gotta love the atmosphere sound creates.

Yeah, I didn't do anything yesterday. No excuses really. Other than being so fucking tired all the time. Damn it.

Tomorrow I'll visit my father again. So - probably won't get anything done.

Oh - what is next on the agenda anyway? Soundtrack. And a robot on the ground with broken legs.

Hell yeah. I finally have a free mind to create the soundtrack.

Can't wait to hear what I'll come up with.

It's also good to know that working with my trackball mouse is absolutely no problem at all. A few weeks ago I was kinda worried that mapping is alright, but making music would be a pain in the, uh, fingers. But no, it's all good.

Phew.

I watched Funny People today. Awesome. Reminded me once again that having a girlfriend is far superior than being on top of the world. Building up a relationship with your girl is just hands down the most important thing.

Halfquake Sunrise - January 14th 2010

Moar sounds!

Went home earlier than expected, so I made sounds for lasers in the tower defense trap and the laserladder, also for Somos' beaming movement and laser shootin'.

Totally rad, dude.

Was weird today. Alex kept mentioning my eyes, whenever I looked to the right towards him. My left eye always kinda looks up a little higher than the right eye, so they're kinda apart. He found it to be funny, I guess... Well, at least he has similar problems with his eyes.

And I played Modern Warfare 2 with him. Didn't really like that one, I guess. Maybe if I had more time with it. Alone.

And Alex told me that he told a friend of him that I'm a game developer. He asked me if that were true and I said, yes, I make games. And I showed him Turnament and the HQA trailer on youtube. He was like, "what DON'T you do?! Music, comics, games, programming..."

He said he has ideas for games. Like similar to GTA4. And stuff. Lots of gaming ideas, he said!

Then he disappeared and returned with the third edition of The Verarsching Magazine (the school magazine I made back when I was like 14 years old) and he read through it aloud. Then he got the second one and read it too, laughing on every page.

He's got NAT2 internet connection type on his PS3 now, but it wasn't really because of me. I was just there.

Then we ate Chinese food. And dad showed me the Wii. I fixed his sensor bar sensitivity, so that he can now lean back on the sofa and the wiimote still works. He fired up the weather channel and pointed at the globe, showing us wherever he had already been on vacation to.

And the black cat they have reminded me of Spirit...

Anyway.

It feels weird to have stepbrothers and a stepsister. Nadine's 9 now. I've forgotten already. Woah.

What happens?

//Edit: Forgot to mention that I also experimented with negative friction, which turned out to be awesome for a new small trap that I will probably throw into the one room in the ground at the word machine.

Halfquake Sunrise - January 17th 2010

While driving home I had an idea for drums again (I actually had it on Friday while driving to Vienna) - and you know what?

The drums are done. Well, the overall idea anyway. A two minutes test track is there, ready for melodies and stuff.

More music tomorrow, I guess.

Back in Schallerbach again because tomorrow my mother's photos are part of an exhibition in Linz. Was hard leaving Vienna today after only two days.

Oh well.

I'll try to use the time for the HQS soundtrack. I think every day I'll simply do whatever I feel like, little test music, inspired by screenshots of HQS. A bit of brainstorming, so to speak. Every day a little 30 seconds track. That should get me a lot of good results.

//Edit: It's 1:49 now, I've made another song idea (2:43 long).

Diary - January 18th 2010

I'm incredibly tired, I got home at 10 pm after the exhibition. It was alright, very interesting. A lot of the artwork was very well made, one of the artists was a bit full of himself (he threw numbers at the audience like, he makes 100,000 photos a year, he used over 700 images to feed a computer to create an image where when standing farther away you see the bigger image), and I saw a LOT of people of my past. I shook a lot of hands, too. That's probably why it hurts a bit.

An old woman and her husband also talked to me, about their past. And that they also don't have a TV, and only he has a radio to listen to classical music. But she needs her quiet time, because back in the day she lived at a house in the woods, and being a child of nine, she always spent her day outside in the silent forest. I really enjoyed listening to them both, but we drove home then.

Listening to old humans always feels like they travelled through time. Like, they're from waaaaaaaaay back. They talk about today like it's this mysterious thing. She says she likes the youth of today, she can connect with them, talk to them on one level.

I think when I'm 70, I'll be a grumpy old man sitting in my wheelchair, with Auri right behind me.

If I'll even make it to 70.

Anyway... Man. What a day. My mother also had to say something to the audience. How she got the idea for her photos. It wasn't as awkward as I thought it would be. But I tried not to look at her like people expected me to look at her. All proud and something like that. I tried to be normal about everything. Because that's what it was. Some people thought otherwise and that disturbed me.

Anyway.

Once again.

I'm tired. No HQS today. More tomorrow.

Halfquake Sunrise - January 19th 2010

Made another drum track of roughly 2 1/2 minutes and moved four music ideas from my "second album" folder to the HQS music folder. I'm at eleven song ideas now, plus the "I am Loading" one.

I guess I will pick one tomorrow and start working on it proper.

I need a computer to record here... Man. It sucks.

Kept saying the introduction to myself again while driving home. Had an idea to maybe let the player choose NOT to leave the room, and if he doesn't, the door closes and I go on rambling about all sorts of stuff. Until finally killing him/her off. After ten minutes or so.

Yeah.

Somebody on YouTube just said that the RPG level of HQA sucks. The rest is awesome, he says. Okay. Good for him that no RPG level is in HQS. I guess.

Halfquake Sunrise - January 20th 2010

Recorded a guitar track, made some quality/rhythm check and fixed an annoying little clipping noise in yesterday's drums.

My fingers hurt, damn. Should play more guitar and get used to it. Oh, but my hands also hurt in the other way, you know. The disease or whatever that was that killed me for four weeks.

Anyway. It is done for today.

I even gave out two names. For What It's Worth (today's new guitar track) and Shining Darkly (the thing I made on Sunday).

I also moved the four song ideas from yesterday back into my "second album" folder. I have enough ideas which are tailor-made for HQS and I feel more comfortable working with those right now.

The album after HQS will be huge too, I guess.

Well, after the next TLS release.

Anyway. Bed!

Halfquake Sunrise - January 21st 2010

I returned home and noticed it was fucking cold in my room.

We're out of oil. Wolfgang kinda underestimated our oil usage for today. So we're in a cold building now. Until tomorrow afternoon. At which point I'll be on my way to Vienna.

So. It's fucking cold. And I mean, my nose is cold, my feet are cold, yet my hands are still kinda alright because of the tea I'm drinking.

Anyway.

I've been thinking about adding melody (bass) to song 5 today ever since the early morning, so after eating and all that stuff I sat down in front of my organ and got an acceptable bassline idea, which I recorded with zoomy, because all other record options suck right now...

So, since I couldn't record any more stuff, and since feeling that cold was kinda similar to how victims must feel, I wrote down two paragraphs of lyrics for a new song. Then, after a bit of a break, I added autosaves into all levels (except the last two maps because frankly, if you're that far into the game you don't need autosaves anymore). (And the last map is the credits map.)

Then I fixed the guitar line from yesterday a bit.

So yeah.

Got a bit done.

Despite the cold air around me.

ARGH.

Gonna grab another tea and then hit the (cold) sack and try not to die.

Halfquake Sunrise - January 23rd 2010

So yesterday we didn't have warm water in the morning, plus the whole house was incredibly cold. I didn't take a shower, just splashed some water on my face, neck and arms, and washed my hair.

Once more I notice that we are damn spoiled with hot water, electricity, and all the other super convenient stuff.

Anyway.

On the train to Vienna I sorted through the HQS file (haven't done so in about a month, I think), and wrote one page full of the final todo list. Everything from creating soundtrack, to writing the readme file, to sending out emails. It's a long list, but at least there's an end in sight!

HQS ToDo List

- ~1-2 months X soundtrack: ~10 tracks, implement them in the game
- ~2-3 hrs X add background sounds in the game (+ dying for greater good)
- ~4-5 hrs X add voices: Bonedude, ability odds, cookie vendor, MS, Ning, Vino; accidents (Somos freecord), word machine (freecord), end dialogues (+record)
- ~2-3 hrs X place ability odds, cookie vendor, + various background images
 - ~2-3 hrs X maybe do something about the traps: o fifth trap at word machine (underground) o in hq3 - 1 the trap with dozens of platforms
 - ~2 hrs X easter eggs?
- ~2 hrs X create trainingsroom (random room) (or room with platform with which you can make certain things)
- ~2 hrs X play through it again (+ make screens for storyboard in 1080p)
- ~1 hr X write readme.txt (new names: readordie.txt, READ.txt, readingmaterial.txt, readthis.txt, readyforyou.txt, ...)
- ~5 hrs X make new website
- ~5 hrs X create trailer
- ~1-2 hrs X send to betatesters (svn, avino (ask first), nameless, task, ~~dawn~~ darrin, Lupus rex)
- ~5 hrs X implement changes/fixes from betatests
- ~2 hrs X create zip file (and maybe also create installer)
- ~3-4 hrs X write walkthrough (maybe in hints style, and call it guide-me.txt or smth)
 - ~1-2 hrs X take a step back, play through game once more (surprise, get it?? X) >-<
- ~5 hrs X upload to server, prepare website, email text (deathlist), email text (newsites), farm news (+moddbnews), maybe get another mirror server (+script which chooses random link + fancy graphics & html)
- ~1-2 hrs April 3rd: send away deathlist emails, say release date is tomorrow, download NOW! [and forwards to it]
- ~5 hrs April 4th: send emails to newsites, update farm + moddb [add screenshots]
- ~1-2 hrs X implement bug fixes, release updated version on April 10th
- ~1 sec • call it a day.

I talked to Auri about Cry of Fear, and how I feel kinda intimidated by the trailer they have on moddb, and she said it's not that special, and I'd only see it as special because I'd know how much work is required. And of course she said, that my stuff is unique like everybody else's. I shouldn't even compare HQS to Cry of Fear.

I got that cleared up a bit in my head. I still believe that CoF is competition, at least for stuff like Half-Life 1 mod of the year 2010. But meh... I shouldn't care about that.

I should care about getting it done, and in a proper way.

Halfquake Sunrise - January 24th 2010

Had an idea to make an evil smiley in the file system, and that's what I did!

Auri found it funny that I wrote this down! 😊

Phabetal 2 - January 24th 2010

Had a bunch of ideas for Phabetal 2, and wrote them down after standing up. I think this could be a fun little project after HQS.

Halfquake Sunrise - January 26th 2010

Had an idea for a message inbox and built it in my test map. I'll put Vino's and some of Nina's lines in there. And maybe more random stuff. Also, I'll place the box on narrow floors and such. I think it'll be fun.

I just love that little box. Auri likes it too!

Added textures for numbers. Can't believe I haven't made these until now.

I'm slightly addicted to PSN trophies now. I can't believe it. I've always disliked this system (or more or less simply haven't cared for it much), and yet... Being like 83% on God of War, or 88% on Assassin's Creed 2... You're this close to 100%, it's driving you nuts!

Wipeout HD has some really tough trophies, though. Definitely won't get all of them.

It also reminded me about my idea of implementing achievements in PHQ. But I'll let that rest for a while in my mind.

Halfquake Sunrise - January 27th 2010

I totally forgot that the last entry was the 300th one.

300 days...

Anyway, I tried putting sound into the game today, but I realized that it won't work to just put two looping sounds into the game and have it annoy the player all the time, instead it would definitely be better to place individual sounds in each room, or at least each room that needs one.

It's a LOT more work. But it'll be worth it, I hope.

After trying to compile the first level, I hit that stupid max clip nodes limit again, so I just deleted all platforms (except one for later use) in the one trap with the ladder around the corner. I'll do something different in there, maybe make a completely new room from scratch, or hell, just let the player walk through it, and maybe put a little less light in it. I could even make the hallway longer. Yeah.

But anyway.

About sound... Yeah. That will be tough.

I love reading the Heavy Rain blog on IGN, written by the game director/writer/chief/boss. It's very similar to this thing here. We're both writing in big-headed style, and I think he's writing it just to get a little of the pressure off his chest and organize his brain a little. He even mentioned seeing himself climbing Mount Everest with a pick axe.

He also quoted George Lucas saying something like, "the last 10% require 90% effort".

Reading that I realize I'm still very far away from my goal, but so close at the same time.

Halfquake Sunrise - January 28th 2010

Improved the hallway with the dozens of platforms in the first map (actually, I've already started doing that yesterday after writing yesterday's entry) (there are no platforms anymore, replaced them with simple bars), and placed sounds throughout the level.

I gotta say, it works. I walked through it and the atmosphere has been vastly improved!

I think I'll continue adding sounds today, Pamchan is visiting Auri and I'll have lots of time, I guess.

//Edit: Pamchan didn't come, but I still worked the whole afternoon. I've added sounds up until map hq3_10, I've added 6 of 8 ability ads, and I've even found a place for the cookies vending machine.

The map hq3_10 is now at 4 MB texture usage out of a 4 MB limit. That's kinda fun. I've removed a lame joke ("life (death?) size victim"), a door texture (a drawn variant) and now it compiles again. Phew.

Anyway.

Gonna cook now. I'm damn hungry. ROAR (like a tiger).

Halfquake Sunrise - January 29th 2010

I tried compiling all maps yesterday, and I noticed errors in map 7 and 7i. Today I've erased those errors for good! The strange solution to "leaf saw into leaf" error in map 7 was to place a block somewhere outside of the hulls of the player's walking space. I don't know why, but that fixed it. VERY weird. As for the max patches error in 7i - I fixed that by splitting it yet again, so now I have 7, 7i, and 7ii. I've added a little hallway to make the levelchange happen, and placed an ability ad inside as well. Still looks kinda empty and I suppose something else will happen in there in the future.

I've placed the last ability ad in the textadventure room (which required me to erase some unused textures from the map), and added two background sounds to it as well. Finally, Somos got another two background sounds - and it's done! Background sounds are in, cookies vendor is done, ability ads are placed.

Now I need to place those victim's inboxes (four, I think, one will be empty), plus bonedude's cries for help in the search for Mary. And record new word machine sounds, and place the Dying For The Greater Good sound.

Speaking of which, I've also put a message on the Dying For The Greater Good site, saying that it's over, submissions can't be accepted anymore. Not that anyone ever looks at it (because it's kinda hidden). But just in case.

Nameless sent me a new solo song today (it's awesome!), and says he'll be away the next two weeks (he'll be in Canada). I told him if he's very lucky he'll be able to play HQS by then.

Let's see if that's possible.

Hmm.

Yes. Yes, it is.

//Edit: I got 399 e-mails on the death list now... Also, Monk is awesome.

Halfquake Sunrise - January 31st 2010

On the train to Bad Schallerbach I wrote Somos' lines for when he's teleporting and following the player, and I also rewrote the end dialogue, where only BJ and I talk. It's got a slightly lower key tone to it now, at least at the beginning, and it talks more about the player right at the beginning, which I think is important to let the player know he/she really is left to rot down there. MUHAHAHA!

Anyway.

Met Andi from civilian service again today after arriving in Schallerbach. It was kinda weird. I walked with him until I had to go left to our house. He told me he's been doing absolutely nothing for the past four months. And he'll move to Vienna next week into a friend's house where he'll have to pay nothing. I told him about the finished Meadow Mayhem project, my almost finished Halfquake Sunrise game, and my plans for another Taskless Sheep CD. He said he'll contact me on myspace. I bet he won't, though.

Thinking about music again because that will be this week's focus. I'll probably place the guitar track in the white area, and the fast track will be used as main credits, while I had another idea for a Somos track.

Right now I feel like it's all coming together quite nicely. Maybe seeing the top of the mountain helps with that.

Almost there...

Halfquake Sunrise - February 01st 2010

Why do I care so much about Cry of Fear? Why do I fear that it will overshadow HQS once both are released? Why am I jealous of its success? Only because it's on the Halflife 1 engine and it will steal light from my game? It is a lot more advanced, and it is pure horror. William from podcast17 said it's absolutely terrifying and he had to take a break. Afraid of Monsters was also quite scary and Cry of Fear seems to top its predecessor.

Afraid of Monsters apparently had a part which featured drawn black and white textures, very similar to HQA. That's even more reason why I'm worried. Fans of my game will probably enjoy Cry of Fear way more.

It literally kills me.

It fills me with so much jealousy that I want to make a trailer to top Cry of Fear's trailer, and I know that it wouldn't work.

I can't top that. But I can stay on my own path. I need to stop looking at it as a competition. As Auri said, my game's unique, and so is rumpel's.

Still.

They will get compared. Because they're released on the HL1 engine in 2010.

And I will lose.

I shouldn't care about it. I shouldn't have listened to the podcast17 sessions today. I should stay clear of that website, Cry of Fear and moddb until HQS is done. I need to walk on my own path with blinders and my head down.

More importantly, I need to get it done.

//Edit: Instead of working on other songs, I created another one from scratch, the eleventh one, and I called it "It Never Ends If You Want It To".

//Edit once again: I got a raise today, totally out of nowhere. I'm happy about that of course, but I know now that they want to keep me, or tried to motivate me somehow, and it makes it harder for me to quit and pack my things and move to Vienna for good. But for now... I guess I'm happy about additional money in my hands.

Halfquake Sunrise - February 02nd 2010

Started making the track "Rising Son", which will be the song played during the fight against Somos (hence Son in the title). There has been an idea sample lying around on my harddrive since November 13th 2000, and I've always wanted to do something with it, and today while driving home I thought I'd just take it and work it into a song. It was slow and atmospheric enough for Somos, too. Just what I've been looking for.

I've only done drums and basic melody today. If I can I'll record vocals tomorrow, or at least some more melody stuff.

Also, at work I talked to Matthias again (who did the voices for the cookie vending machine and the ability ads). He was looking at the moddb profile of HQS and said that I should make a trailer with him doing the voiceover. And I told him about an idea I had for a trailer yesterday or something. Play his death ability voice until "WE SAY IT'S A FEATURE" and then show ingame clips.

Well, he then sent me a short script of his trailer idea, and I was inspired immediately, changed it a bit and sent it back.

He said he will do the acting and shoot himself with a camera (now that sounds wrong for some reason). And I'll provide him with the ingame clip, the music and drawings for the stuff at the end.

If this is anything like his recorded lines, I'm sure it will be awesome.

Now... My hands hurt. That's bad. They've become worse the last two days. I really should go to bed now, I guess...

Work is very stressful right now too. Probably need to actually do something the remaining three days.

Oh... Tomorrow: LOST! Awesome. I can't wait.

Halfquake Sunrise - February 03rd 2010

Iiiiiii... recorded guitar for the rising son.

Then I had the urge to record lines.

That's what I did.

I like writing sentences in new paragraphs.

I recorded lines for Somos, the morality intersection AND - the intro. Yes, I've recorded the intro after writing five different versions and saying the intro to myself hundreds of times in the car or wherever I was.

Annnnd... yeah. I don't know if I'm satisfied with it just yet. I'll see that tomorrow when I cut it and slice it up.

Anyway. Later I sliced the recorded guitar parts and added them to the song. I like how it sounds now. Needs more of course! Either flute or harmonica. Haven't decided yet. And vocals.

GottagotobedcauseI'mtiredandmyhandshurt.

Seriously, now I even have two blisters on my left hand from playing guitar. My hands don't like me anymore, I'm sure.

Legion called me via Skype in the office today. Saw him too. He said he basically lost all recorded video of his Halfquake movie. Couldn't really help him with his harddrive problem, though. Was funny seeing him there, his girlfriend behind him constantly trying to find something out and phoning around. And Legion playing random noises/music on his computer, asking me if I recognize it, and his girlfriend telling him to turn it down. Well. He's one of my earliest fans, that's kind of awesome.

At one point he told me his top three muddasheep songs where Disbelieve, Broken Hive and he couldn't name the other. I don't know if he really didn't know, but I recalled him reciting Somos once, so I asked if that was it, and he said, yeah, that's it, really catchy. o.o

It's all good though. Kinda feel sorry for the loss of his videos. Looked really down.

Anyway. Sleep. That's what I need.

Halfquake Sunrise - February 04th 2010

Wrote a little article about the history of Halfquake which I'll post on MODDB once it is finished. What I hope to achieve? Clarity and of course, more people waiting for Sunrise.

Visited mom's mom and it was awesome.

Brought home a little harmonica that I used to play on when staying there. It's my mom's instrument, actually.

Really tired though. Almost 2 am. DAMN IT!

Halfquake Sunrise - February 06th 2010

Continued writing the article about the history of Halfquake yesterday, although now I'm not so sure about putting it on moddb. Doesn't seem to matter that much and I know I'd do it just to see more people visit the HQS page on there. Also yesterday, I sorted through my file a bit and noted down some general ideas, like for the training room, the menu, and so on.

Auri is ill, has a fever, and I'm not feeling all that good either. We're resting and watching Monk.

Halfquake Sunrise - February 08th 2010

Played around with Steam's menu a bit, and made the icon for the Steam games list. The Steam menu now looks really, um, different! Nobody's gonna know how to start a new game. Yeah. Now I feel special.

Later, Auri and I recorded the words for the wordmachine, and a little welcome message for the victim's inbox.

Kenti's got his new album CD coming out, officially, with a real label, and there's a release party somewhere on February 26th, and I'll try to be there, even though I know I won't like the atmosphere, I'm just excited for him. This is truly awesome.

At the same time, naturally, I'm a bit down. I'm still not there yet, I guess. But... I've got my game coming out. Some people will like it, I suppose.

If they find out how to start it. HAHAHAHAHA.

Yaaaaaaahhhhhhhhhhhhhhhhhhhhhhh.

I'm extremely tired by the way, only slept like five hours. Just thought I'd mention.

Halfquake Sunrise - February 09th 2010

I've placed bonedude's cries for Mary in the first six maps and I haven't played it yet, but I predict that it will probably feel a bit too close. But we'll see. I've also placed the dialogues after the four accidents.

I think I can place the three inboxes of the victim tomorrow, or at least make the trigger mechanism for it.

I've read yesterday in the comments section of Cry of Fear on moddb (yeah, I know, I shouldn't be there) that Rumpel will release Cry of Fear around June. I don't know why I'm even writing about this, I shouldn't CARE!

I'll aim for a April release.

Or hell, even March.

looks at todo list

Maybe not March.

But April. Well, not in the first half of April.

May then.

May 1st. My birthday. How's that?

And one month later Cry of Fear is released...

Who cares, right? WHO CARES! *_* Nobody, that's who.

//Edit: I just noticed that the texture I used for bonedude's cries for Mary was made out of a picture drawn by Maria... What a coincidence, right? Glad I've found a use for it.

Halfquake Sunrise - February 10th 2010

Made a quick test in Logic for the word machine using the new voice samples Auri and I recorded. Using pitch and some bitdistortion I think I'm getting where I want this to be.

I've changed the ladder climbing ad a little (put it into the wall instead right next to the entrance to the ladderlasertrap) and I've added the negative friction trap. Also changed the platform that's going down, well, rather I added a button at the bottom to make it go up again instead of a trigger_multiple. Better now, I guess.

I also still wonder why I haven't hit any limit yet with hq3_10 (well, apart from the texture limit). I suppose if I keep on adding things I will do so eventually.

Anyway. Back to resting my hands. And watching Monk (Season 8 now).

Halfquake Sunrise - February 11th 2010

Looked through the background textures to get an idea what I can still use as decorations. Listened to some sound files in the sound folder have been there since the cube HQS. I want to find a use for those somehow.

Checked my todo list and noted down a few ideas that I had floating around in my head and was afraid to lose.

I think I'll do the "how to die in three simple steps" trainings room. And change the Steam menu a bit (the "new game" one), so you can actually select it.

Halfquake Sunrise - February 13th 2010

Made the trigger prototype for the victim's inbox and created the tunnel to the death ability ad behind the random machine of death... thing. I spent way too long on that tunnel. Had some problems because you could use the machine from behind.

Oh, and Monk is over.

Halfquake Sunrise - February 14th 2010

Got an email from Matthias, he told me that the trailer is almost finished. I got excited and started making the ingame clip, recorded the game while playing in Steam (and noticed a few errors on the way) and threw them into Adobe Premiere Elements.

On Valentine's Day.

Yeah, I kinda screwed up. For some reason, I forgot that it was today, I thought it was yesterday. Crap.

Anyhow, later I finished the ingame clip, and I'll put some music over it tomorrow, draw the text for the end and send it to Matthias.

I got a link to a preview and it looks awesome already!

While playing, I noticed that - what I've already feared - the intermissions from bonedude are kinda annoying. Wait.

Annoying is good, right? I need to reconsider.

(October 23rd, 2012: Originally, the player would lose control and you'd simply see a static image of drawn waves while listening to bonedude's lines about how he lost the cogwheel Mary. I changed this later so you could simply choose to listen or avoid them in the victim's message inbox.)

Halfquake Sunrise - February 15th 2010

Finished the ingame clip for the trailer, drew the new HQS logo (yet again), discussed it with Auri an hour or two, and sent everything to Mathias (with only one T, I just noticed).



I'm currently downloading the first release candidate of the trailer!

I've also added the "intermission" texture where you can see Somos hunting the victim in HQA Comic style, and implemented it in the game.



Then - I played the Somos part for the first time ever since I've added sounds. And it works really well. I was actually surprised how well it worked! Noticed another error and fixed it right away (after using Somos' head you died at the bottom).

Just watched the trailer. I'm floored.

Halfquake Sunrise - February 16th 2010

The new trailer is live, along with the [moddb news post](#) (which still has to be authorized by a moderator), four new screenshots, farm news post, and... yeah. I think that was it.

I've had to upload the trailer like six times because at first it was too dark, then (after Mathias changed it) it was too bright, then I've tried fixing it myself and it screwed up the aspect ratio twice, so okay, five times. But it's up now!

Got three new death list entries already (the notifications sitting there while I type this).

I'll meet BJ on Thursday for a quick recording session (the new ending) (if we have enough time for that), and Darrn next Tuesday for the beta test. Until then I have to throw in all the voices and the inbox thingies. Maybe a song or two, if there's enough time, which, you know, there isn't! (Monk reference...)

Add to that a slight but constant illness, not a lot of sleep, nervousness... I've been nervous all day because of that trailer. But it's looking good, no bad reaction yet. Phew.

Well... Off to bed now, I suppose!

Or maybe another Monk episode.

We'll see.

Halfquake Sunrise - February 18th 2010

I'm officially sick!

No, not mentally. Well, at least I think so. Ha...

Anyway. Responses to the article on moddb and the trailer are all positive and I'm excited. My motivation is already at 150%, so there's no motivation gained, I guess. Maybe it is sustained a little more. Yeah.

Anyway, didn't do much today, but I deleted the triggers to bonedude's speeches about Mary, and I deleted Nina's introduction from the game.

Somos needs more detail, and when I drew him for the "intermission" image, I got a few more ideas for that.

Then I'll need to do the training room, "how to die in 3 simple steps", maybe I'll just make a stair with three steps and when you're at the top it says, "Congratulations!" Boooooooooom.

Anyway. COUGHSNEEZE. Back to the games.

//Edit: Changed the Somos maps slightly. Added a little bulge into the floor before the room of the tennis field, and made the open walls higher (in the same room). And I made jumping into the room with the evil smiley on the ceiling a bit easier (hopefully), and also jumping into the first Somos room (of HQ1) should a bit easier.

Halfquake Sunrise - February 20th 2010

Auri played through the Somos part until the very end. I got lots of new stuff on my list to fix now, so I'm very glad she did it.

We were both pretty tired after playing. It's hard, but not impossible, I guess.

Oh yeah, my Halfquake article is now on the podcast17 agenda, so they're going to talk about EVERYTHING. I'm nervous. Once again.

Please make it stop. I think I'll die on the day of release, seriously. Heart attack or something. I'll upload it, post news, then just fall off the chair. Oh well.

Halfquake Sunrise - February 21st 2010

I'm in Bad Schallerbach now. Auri's not feeling well yet, so I had to decide whether to go away or call a colleague and stay. Probably due to stress I cried, but eventually Auri sent me home. Well, this home.

I was sitting alone in the whole car of the train again.

Damn, my stomach hurts...

Anyway, didn't do much in the train, but I thought about HQS a lot, obviously. Later I fixed lots of things at the Somos area.

Still a lot to do tomorrow. Converting all the new sounds, implementing them,... We'll see how far I can get until the betatest with Darrn on Tuesday.

Halfquake Sunrise - February 22nd 2010

Lots of stuff happened today.

I've added the sounds for the morality intersection, and - finally - the introduction is in the game. And I like it.

I've also tried giving Somos his voice, but other than "FINALLY" I didn't add anything. I'm not satisfied with the recorded stuff, and I will wait for a second speaker. Right now it sounds too much like Schwarzenegger...

The victim's inboxes are still not implemented. Maybe I'll move the betatest to Thursday. I don't know.

Oh crap, the accident sounds. I think I'll add them real quick.

Oh hang on, I've already added them. Strange, they didn't work when I tested it. I probably forgot to

compile. Here I go.

I [listened to podcast17](#). They talked VERY highly of the trailer and Halfquake in general. They say they can't wait and the trailer looks awesome. Phew.

Bed.

//Edit: Forgot to mention: I updated the Steam menu. I moved the evil smiley to the left and added descriptions for the menu links, changed a few labels, and added a background image, which doesn't fit very well, so I will probably change it again in the future.

Halfquake Sunrise - February 23rd 2010

Phew...

I'm so god damn tired, my head is spinning, and sometimes my eyes twitch. The actual eyes, not the eyelids or something. Like, when I try to concentrate on one spot, they go slightly left and right. And they lag behind when I look around. Ugh.

I wrote the readme file today. Feels like HQS will be finally done.

At home, after taking a break and watching 2012 (holy crap, I really liked those scenes of destruction, no matter how fake they looked), I finally placed the victim inboxes. So - Nina's, Vino's and Jazzymike's voices are finally in the game.

And in map hq3_10 I gave in and added a freaking button for the platform that goes down. It was just annoying to activate the ability ad AND the platform at the same time. Now, you can listen to the ad and then activate the platform or whatever.

Tomorrow is the betatest session with Darrn. That's gonna be interesting!

Somos' lines and the new wordmachine sounds are still missing, and if I hadn't watched that movie I would've probably been able to add them today too, but I guess Darrn has to play without them for now. I'm just too tired. And it's already almost 1 am again. FUUUUUUUUUUUUUUUUUUU-

Still compiling all the maps now. Guess I should test them too. Again only five hours of sleep for me, I guess...

I'm currently listening to all the soundtrack stuff Nameless, Valentin and TaskBeenden have sent me, and to Val's new Halfquake remix (which is awesome). I'm getting more comfortable with simply using all the songs directly in the game. Less work for me is always a good thing, especially when I STILL CAN'T RECORD properly... I need a new PC, damn it.

But first, as usual - sleep.

Halfquake Sunrise - February 24th 2010

For the first time ever I've actually mapped at work.

Since today was the betatest with Darrn, I just had to make sure that the victim's inboxes were functioning, so I checked them, and I also checked the Free Cookies Vending machine - which played all lines at the same time. So - I fixed that, and a simple "Stay open" setting for all the inboxes (they shouldn't turn back), and compiled all of them.

Then I drove to Darrn, who's at Hagenberg, sort of a campus, and we started playing right away.

No intro, just a speech. I'm still worried it might feel cheap to players, but I think the speech is enough. Darrn made his way through half the game, right until the Ambience part. We had to stop there, and we'll continue in two weeks. Which is a bit weird. But anyway.

The test was once again very insightful. Lots of new stuff is now on my todo list, Darrn offered some awesome tips, which I'll implement over the next week. He mentioned that some parts were too easy, and I kind of dismissed such comments in past beta tests, but it finally got through to me.

There were also a lot of glitches in the sound. I need to reduce the background noise a bit.

What really bugged me though is that it all feels very... full. Maybe it helps with less background sounds. And maybe I need to add one or two empty areas to let the player breathe a bit. We'll see.

Some of the placement of the ability ads and the cookies vendor need to be improved, too.

As said before, my list of things to fix grew almost double in size for the parts Darrn has played. But that's good. The game will be vastly improved later.

The [last entry of the Heavy Rain blog](#) has been posted and he says that making the game was a four year adventure. And that he'll now go on vacation with his family after two years with no vacation at all. That's exactly what I said to my mother earlier. Once HQS is out, I'm going on vacation and won't do anything for at least a month, probably.

Of course, I can't compare my little project with a massive endeavour like Heavy Rain, but still. I need a break. Soon. Or I will break!

This is where I mention that I will go to bed now.

Oh yeah, when I came home and checked PHQ, I had four new Death List entries and a few traffic warnings. Didn't get any refer though. Halfquake must have been linked somewhere though.

Anyway. Sleep.

Oh! Before I forget... Darrn has played four hours up until now. There are maybe two or three hours left, I guess. I like that length. Once some of the easy traps are a bit harder, the length will even increase a bit.

We'll s(l)ee(p).

Halfquake Sunrise - February 25th 2010

Made the song "Good Conduct". After calling JazzyMike and telling him that I won't attend his concert tomorrow night, I felt like crap, picked up an old lyrics idea and expanded it. I used the Organetta for the melody. I always used to eat Milchschnitten while playing on it as a child, so I had that kind of taste in my mind while playing, and I remembered some scenes of when I was staying at my grandparents' apartment.

The song's still very short and I'll have to change it in the future, I guess. Also, I'll probably need to make a different bass, although I kinda like the current one (which is just a note from the Organetta pitched down a lot).

But now I'm off to bed a bit earlier than the past few days.

//Edit: Well, of COURSE I needed to add guitar at the end. Now it's as late as always. MotherFUCK.

(I watched "[House of the Dead Overkill in 4 minutes](#)". Fuckshitfuckermotherfuckingdickshit.)

Halfquake Sunrise - February 26th 2010

On the train to Vienna I promised myself that I wouldn't work on HQS and start reading World Without End, but then of course, I got multiple ideas, like a connection between 7i and 7ii through two doors that are currently fake, and a detailed idea for the trainings room, which now I think will be quite fun to play!

And that is it, now back to playing or watching or whatever.

Halfquake Sunrise - March 03rd 2010

MOTHERFUCKIN SONS OF BI-

Oh, hello. Long time no see.

One of the reasons of my laziness is Heavy Rain. God damn it, I love that game.

I'M BACK IN SCHALLERBACH! On a Wednesday evening! Why?

WHY YOU ASK!

Welllll, stranger, there's a silly workshop at the office tomorrow. And I'm, uh, INVITED. Yeah. So I took the train back to Schallerbach today. And didn't work on HQS, instead I started reading the book, and after half an hour I fell asleep for another half an hour.

Anyway.

I've finally implemented the word machine sounds Auri and I recorded, and changed a few sound stuff in hq3_10. Then - I finally started going through the beta results that I got from watching Darrn play. I'm at level hq3_2 now with that. The sound puzzle room has been changed drastically, well, the buttons at least.

And that's it for today! Lame end sentence!

Gah.

Gonna work from home tomorrow morning, then drive to the office at noon, go to that stupid workshop, and drive to Vienna again. Gonna cost me some money, but what the hell.

Halfquake Sunrise - March 04th 2010

One hour before noon and before I had to drive to the office, I played some guitar for song number 5. Back in Vienna I looked at the todo list for a bit.

Workshop about time management was alright, but not worth all that trouble, of course...

Back to Heavy Rain.

Halfquake Sunrise - March 08th 2010

Holy shit...

Hello! Long time no fucking see!

You wanna know what's up? Sure you do!

Here's the thing: REAL LIFE! There's a client at our job that wants special applications, tailor made stuff. And - I was given that job 14 days after we have received the email. So - we're FUCKING late on the deadline. Which is on Wednesday. So, on Friday I worked my ass off. I planned all the details, what to change, where to get my data, etc. I thought it was enough that I can finish it on Monday (today). We played Heavy Rain all Friday night and a second time through on Saturday. The game is incredibly fucking awesome. Anyway. On Sunday, I suddenly panicked. I wasn't gonna make it. So, I sat down and hacked code on my keyboard for eight fucking hours. I didn't even drive home. I did that today at noon! With my car. Which was awesome, in a way. You know. Having that kind of freedom.

But anyway. And of course, the client notices errors. And I just changed them. Another five hours gone.

And I'm sure I'll have to work on it tomorrow night as well again.

To meet the fucking deadline.

Meanwhile people fucking expect Sunrise to be released YESTERDAY. And they want it perfect, filled with easter eggs, an INCREDIBLE soundtrack, superb voice acting...

Well, you know what? You guys are shit out of luck. I will release it in two months. There will probably be a few easter eggs, okay I'll give you that. The soundtrack will be alright, the guys who made stuff for it really came up with some good tracks. The voice acting will suck mostly, except for Vino's and Mathias'. Yeah. Oh, and BJ's and Jazzymike's voice acting is good too, I guess.

Not mine though. Who cares!

GOD DAMN IT.

Go away, so I can release my game... Yeah, you too, stupid work. Fuck off.

Damn it, I'm tired.

//Edit: Okay, I have to admit, I slacked off on Monday and Tuesday last week. I played Uncharted 2 a lot during the day. Maybe that's my punishment now.

I've got to get back to HQS soon, though.

On Thursday we'll probably continue our betatest, Darrn and I. We'll see how that turns out.

Halfquake Sunrise - March 09th 2010

FINALLY getting some work done around here.

I've worked my way through the betatest results for the maps 2i and 3. Lots of little things, plus the dynamic maze is a bit, uh, I guess harder now. I don't really know. I also added the very first easter egg. A lame rotating evil smiley! Getting more ideas for easter eggs now. They're fun to implement. Knowing that only a handful of people will ever see them. Yeah.

Anyway...

Will continue tomorrow. Work seems to be sorted out, so I have a little bit more time again for, you know, my stuff.

Halfquake Sunrise - March 10th 2010

More stuff done!

Let's see...

In map hq3_4 I fixed the elevator ride in the beginning (victim was able to press the button too early, thus making it impossible for him/her to leave through the blocked hole) and lots of stuff for the crane and the turret traps. Made them slightly harder again.

In hq3_5 I've made the end of the patience ferry ride a bit harder (I think), and standing at the top of the ride ain't possible anymore thanks to two rotating thingies. Added a little check after the chess room, the victim needs to be in the hole for the platform to actually go down.

In hq3_6, oh boy, I've added a few challenges to the part where you have to press buttons and jump to the next platform. I haven't tested them yet, but I assume they're fun. Or something like that. I've improved the two rotating towers part a bit (adding a ledge, fixed textures on stairs, turned one button around), and the part where you have to stay inside the boundaries of a train in the ground I've added shiny things, so you actually see the boundary.

In hq3_7 I changed some timing with the accidents, and made sure that our speeches can actually be heard. Well, if you stand still.

And in hq3_7i, I've moved the cookie vending machine down a hole into a separate hallway. Actually, I think now it's actually an easter egg, sort of.

And that is IT!

More to come tomorrow.

//Edit: Oh yeah, I forgot to mention that Darrn forgot about our beta test session. We'll hopefully continue in two weeks.

Diary - March 11th 2010

Spontaneously visited my grandmother (father side). She called me, so I said I'll just visit her today. That's what I did. I ate a LOT again, and my aunts Sabine and Claudia (with her two kids) were there as well for two hours or so. Was a lot of fun actually. After my aunts had left, granny showed me the whole house again, the cellar, photos, drawings, things she created/painted, told me that her father was missing in action during war and never returned. Kinda weird. You know. He could've still been alive and

created a new life from scratch. I mean, not that big of a possibility, but still. And to think that he's one of my ancestors. Interesting. She also showed me pictures of my grandfather's grave. There were quite a lot of them, actually. Some kids built stuff out of lego and put it next to grandfather's side of the bed in the sleeping room. That was kind of sweet, actually. There's a new really soft carpet in Claudia's room. And it's always interesting when she talks about how they lived in only two small rooms in the cellar in the beginning, one of the rooms is now used for the oil tank.

She's 70 now. Let's hope there are at least another 20.

General - March 16th 2010

Added a farm post with a new HQA remix by Valentin/Keygen, new images, and a link to a new album by the guys HagbardCeline, Kowi and Funnycreature.

Work is really stressful at the moment, but I finished most of it today and worked until 11 pm yesterday. I'm also playing FF13 when I can with Auri next to me.

But tomorrow - I think I'll be able to finally get back to HQS again. I also should visit BJ. Gonna write him a message.

Halfquake Sunrise - March 17th 2010

Back to work, I guess!

Spent some time changing little things at the Morality Intersection. The easy part is a bit easier, I think, and I've placed a broken ro(w)bot into the room with the tables and chairs.

Then I've added old sounds from the cube version of HQS to the room with the random death result slot machine, and changed the tower defense room slightly. Still have to balance that one (I've increased the speed of the cubes and the lasers, so the timing is off), but I think after that it'll be better.

Don't know if I'll be able to continue today, probably not.

Tomorrow I'll finally visit BJ to do some recording.

Preparing food now.

//Edit: Fixed a bug where when you tried to activate a tower after already activating one, it couldn't get activated at all anymore. That's because the func_button was set to not reset. I've added another invisible button and a trigger_changetarget to each tower to fix that. There are so many entities now... Anyway. I've also balanced the timing again. Seems to work pretty well so far. A bit harder too, I think. Also because I've made the one cube which looks kinda mad a bit tougher.

Back to FF13!

Halfquake Sunrise - March 18th 2010

Spent the afternoon reworking the dialogue for the ending and for the training room. Then at 6 pm I went to BJ and we recorded everything, which was a lot of fun. He was a bit ill though, I guess it can be heard in the recordings, but I think it won't matter much.

After the recording we spoke about games and movies a bit.

Then I went home!

Can't wait to add the new recordings in the game.

BJ also really liked all the voice recordings by Mathias and Vino, and commented positively on the intro I've spoken. Only one error: it's "by suffering", instead of only "suffering". Gonna have to re-record it. Dang.

Halfquake Sunrise - March 19th 2010

I've spent a lot of time on HQS today, mainly improving the Tower Defense part (more details for the boxes, quieter laser sounds, etc.) and the maps 7, 7i and 7ii. I've added a little path back to the door behind the one accident with the train from the repeat section coming through the wall. That path only gets illuminated by a small light, which was a very old idea/technique I've found while working on the very first version of HQS. So, that's in there too now.

There's a little problem with the doors, maybe I'll do something different there later on. But for now, I'm pretty hungry and I'll go buy some things to eat with Auri.

//Edit: The doors are fine I think, and I fixed the things the player steps on. Still have to figure out a way to place the picture in there. When the texture is heavily downsized, the flashlight doesn't really highlight it...

//Edit: Fixed the doors, fixed the jumping, fixed the texture. Everything's awesome! Or something like that.

Halfquake Sunrise - March 21st 2010

Spent some time working on the last area, where the player is trapped in random HQ items. Now it feels more like there's no way out. Still not happy with the ground area though...

Vino sent me a motivation email yesterday. I was instantly motivated three times as much, and I sent him all that motivation back to him for Calamity Fuse. He sent me the new teaser trailer that they're working on, and it definitely looks awesome already.

Halfquake Sunrise - March 22nd 2010

I've improved the second accident with the hammer, the hole should look a bit better now, also the hammer doesn't clip into the moving rooms anymore...



Then I've improved a few things in the ambience area, added the low pitched ambience whistle, added the old HQA sound of the windmills, fixed the position of the mothercube, and added a broken HQA cube. There was also a tiny portion not carved out yet at where the sun portal thing breaks through the door.

I gotta say, the low pitched ambience whistle really gives the map a great, uhm, ambience. Yeah.

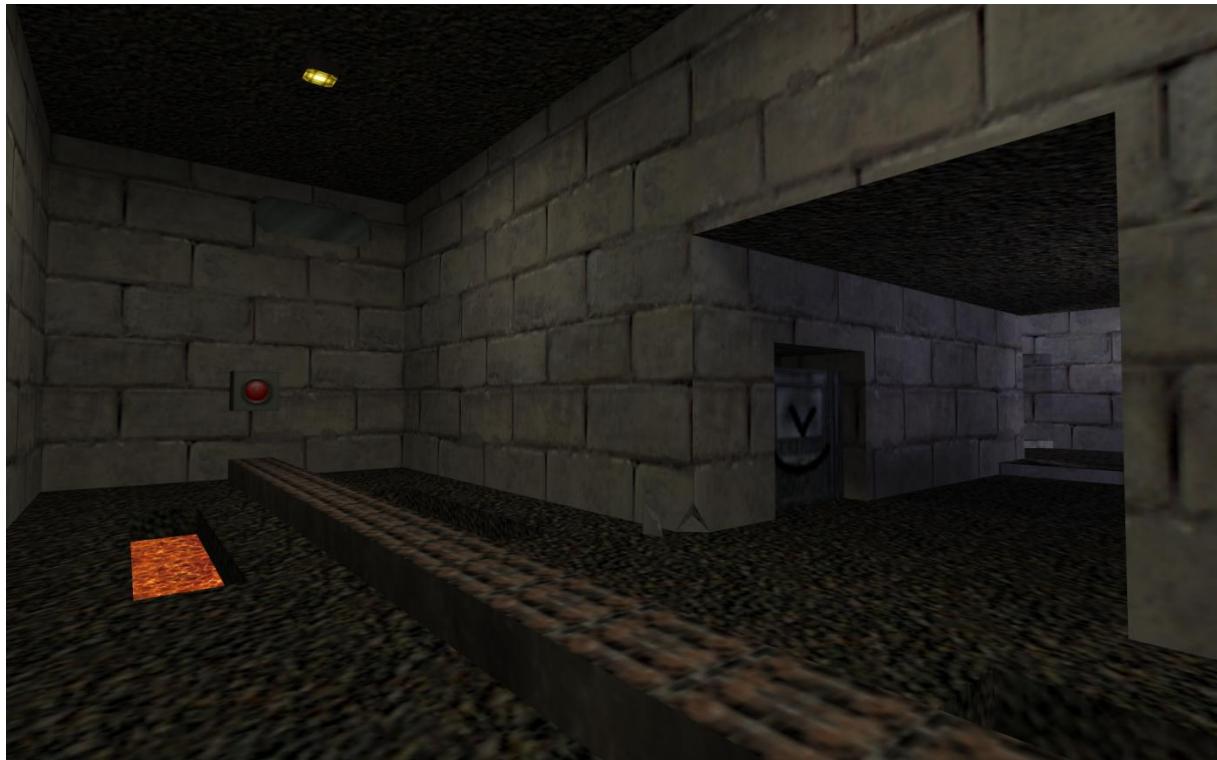
I've played through maps 7, 7i, 7ii and 8 - and I think I'm mostly satisfied. The old parts in 7i could be a

little longer, hm. Maybe I should add another trap the player has to run through, though the map is getting filled up again, so it's probably better if I don't do this. Maybe I can make the door a bit dysfunctional, so that the player can't walk through it too fast. Hm. I've noted it down.

I've returned feedback to Vino's trailer, hope I didn't say anything wrong. The trailer is really awesome overall, and I can't wait to see what the final game looks like.

Halfquake Sunrise - March 23rd 2010

The door in the third accident area (where the train crashes through the wall) has to be triggered three times to open now. I guess that makes that section appear slightly longer. If you don't know what to do...



Spent some time on - well... I wouldn't be writing in here if I hadn't spent time on SOMETHING, so why am I saying this...

Anyway, I spent some time on actually coming up with lyrics for Rising Son. They suck. Bleargh.

//Edit: (on March 24th) I've moved Somos into his own room, where he gets a proper lighting on his body. He looks a bit better than before. Which isn't saying much. But at least he isn't lighted all the way with min_light 1 anymore.

Halfquake Sunrise - March 24th 2010

After seeing a Diablo 3 screenshot yesterday, I was convinced that the final room needed more work. Today I added a HQA TV, a block from HQ1 and a bit of debris, and I made some cuts into the walls.

Now...

* I need to create the training room, but that will have to wait until the sound files are prepared (otherwise I might have to rework some stuff, especially the timing).

* I need to record, cut and implement Somos' lines.

* I need to cut and add the new end dialogues (which reminds me - they're still on Zoomy, I will back them up now).

- * I have to re-record, cut and implement the intro.
- * And then I'll create and place the music files.
- * A new website should be made as well...

I'm thinking about sending Mathias the beta now. Then again, I could also wait for the results from Darrn next week, and send him the new beta (which could have the new sounds in it as well, if I'm lucky). I'll also have to play through all the changes that I haven't tested yet. Damn...

Now I gotta go buy food. I hunger.

Halfquake Sunrise - March 25th 2010

For the first time in a long time I've played through the whole game. It took me two hours, and along the way I've made about 250 screenshots, 44 of which are shots of errors/ideas, the rest are for the storyboard and maybe for the website, or something like that.

Before that run I've let all maps compile again, which took up to an hour (during which time I continued playing Final Fantasy 13) - also for the first time.

And my impression is...

I think I'm done. Implement all those fixes, and all that stuff I mentioned yesterday... and implement all those test results that are sure to come... and...

Yeah.

I think I'm done. Soon.

Halfquake Sunrise - March 26th 2010

Fixed 2/3 of the stuff that I've found yesterday.

The blue things below Somos are faded out like they were meant to since the beginning, and I've fixed a quicksave/quickload error, where the cubes around him would continue to be shown when saving and reloading during his teleportation sequence. Oh... and the screen shakes now when he shoots.

And lots of minor things... Texture errors, etc. There's a lot I need to test again. But it's coming together.

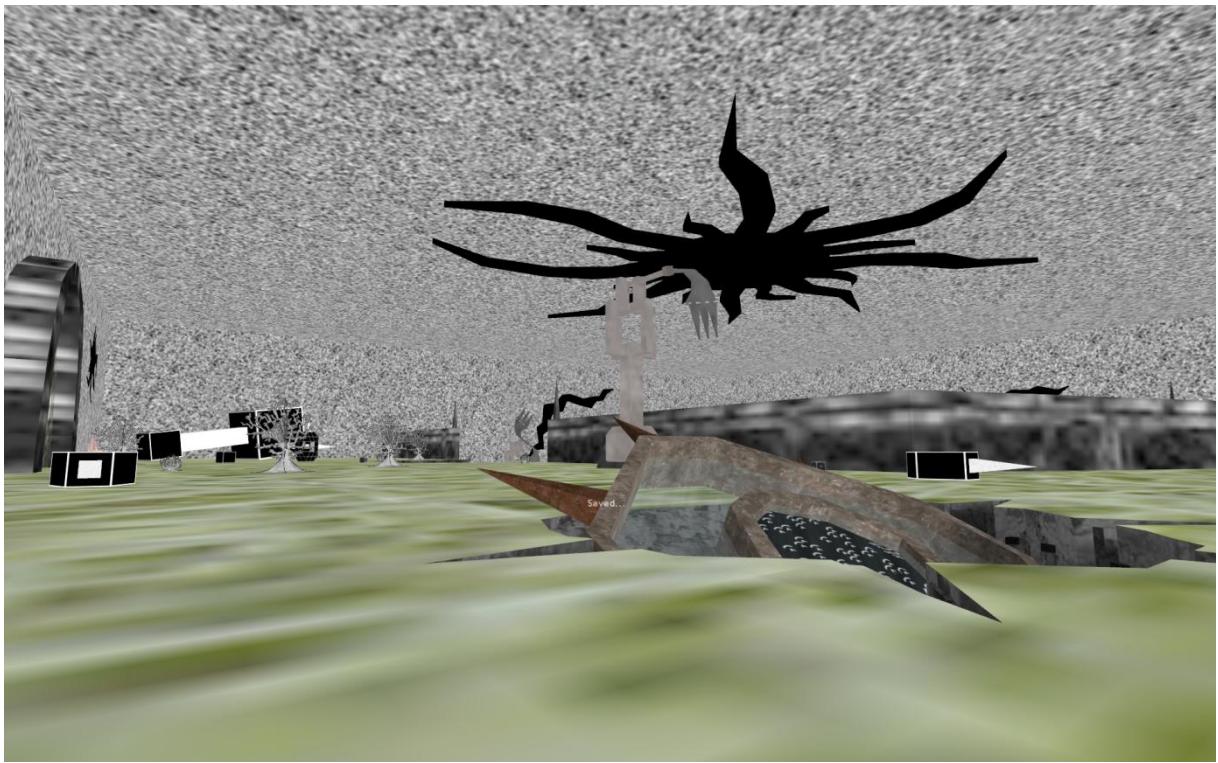
Oh hey, my right hand hurts slightly again. Probably because of all the x-button mashing in FF13...

Now off to the food store!

//Edit: After buying all the food for the weekend, preparing and eating it, I've looked at all the changes I've made and made new notes. Then I fixed all the new/old errors and tested them again until everything was fine.

What really stands out from all those little things is that I finally found a way to get rid of the texture of the HQ1 portal that breaks through the ceiling in the ambience area. The evil smiley textures was always a bit broken, it looked like there were two textures interfering with each other, and I thought that it was simply a Half-Life error. I gave it a lot of testing and found out that water texture (texture that gets animated like water - which are all textures that start with an exclamation mark) on a normal world brush looks just how it's supposed to look, but once you tie that to an entity, it's screwed!

So I had two options. Add the static world brush somehow so the player really only sees it when he/she is supposed to - or... make the texture non-animated. But that wouldn't have looked like the old portal in HQ1. So I had the idea to simply make it appear destroyed. And that's what I did! And I have to say, it looks a lot better now!



(October 23rd, 2012: In this image you actually see the old non-destroyed version. If you look at the old HQ portal that is causing the hole in the ground, you'll notice that the center with all the tiny evil smileys is fully intact.)



(And now it's destroyed.)

Boy, am I tired now... Gonna add three hours. It's 1 am now. Maybe I'll play FF13 for another hour and drink black tea and eat yoghurt with apples. Yum.

Halfquake Sunrise - March 29th 2010

At the train home to Bad Schallerbach (where am I at home anyway? I think I'm more at home in Vienna, talked to Auri about that too yesterday night) - I skimmed through my file again and noted down some brainstorming for the website. I came to the conclusion that a simple splash page and a link to the project page on the farm would be best. It's not only a time saver, but also more in line with the other two Halfquake projects.

Well, only HQA has its own site. But yeah.

At home - I cut all of BJ's lines (the end dialogues and the training room), re-recorded the intro, cut that too - and converted all to 22khz mono HL style. So - the lines at the end are done, the intro is done, the training is done, what's left is Somos' part, which I'll probably record and cut tomorrow. I don't know yet. I'll meet Darrn on Tuesday to finish his testing session. If I won't drive to Vienna tomorrow - Auri has a slight fever and she may need me.

I'll create the website part in the office during the week (if there's time - and if I'm not in Vienna, if I'm in Vienna I'd rather do some mapping). The trainings part and Somos' speech samples should be done by tomorrow, if everything goes as planned. And if I'm not too tired. Almost 2 am already, gotta get up at 7 am ... Bleargh.

You know what I really hate? Being tired. Everything in my body aches, I'm constantly feeling dizzy, which makes me walk funny, I can't think as well as usual, and I'm grumpy. I do get some interesting ideas while being tired, though. That's the good part. Another good part is that when I finally get the chance to really sleep as long as I want, I kind of feel how my body is regenerating, especially in my hands.

Looking in the mirror while being tired isn't a lot of fun though. You look so much older than usual for some reason...

It also feels weird. Looking at the face in the mirror, staring into those eyes, looking at the face from the side - there are people out there who know me, but not by that face. And they're waiting for that game to finally come out. It's very surreal, but thankfully there are Auri and my friends who help to make it seem a reality around me.

Last Thursday I think it was, when I sat there looking at the ceiling. I was basically done with work (or had done enough for the day, so to speak) and thinking about what to do. Play Uncharted 2 for some trophies, play Final Fantasy 13 and grind through another few levels... Or work on HQS. I imagined a few people standing around me who actually want the game to come out, and they looked at me and basically told me to get off my lazy ass, work on the game and not waste any more time.

That's another form of self-motivation, I guess.

Diary - March 30th 2010

So, I drove to Vienna yesterday evening. And at the gas station somebody came up to me and asked me for a ride. I was extremely suspicious, but he seemed okay, so I agreed.

On the way he told me SO much, like about his climate project, how he produced this one song for his website hope4theglobe, paying 17000 euro to some german producer, how he met a politician, some leader of a group here, and - about his belief in God. He told me stories about how he once seemed to heal the broken hand of a 14-years old girl, and got his friends a house which they had wanted to buy for over a year and which he did so by actually walking around the house seven times (like some part in the bible that says, walk around the walls for seven times and they shall crumble). Or how he got money for his project, praying on the Stephansplatz, then finding 40 euro, hearing the voice of god, and finding another 10.

I gave him a Taskless Sheep CD. Hopefully he won't read too much into the song In His Name...

Anyway. That was quite interesting. I'm normally frustrated by people who believe in God, but you know, if that's what keeps him going, why not? Who cares what's right or wrong. I more or less believe in karma and fate. God's just a synonym, I guess.

Then, after eating, I got another one of those real bad stomach aches. It hurt so bad, I lay in bed for a while, moaning like mad. Man... I gotta eat slower and maybe less too...

So yeah. No HQS stuff done. Not even today. I worked on company stuff until one and a half hours ago. Lots of stress yet again. Sigh. Now I'm tired and Auri's still ill, coughing a lot.

Oh well.

Halfquake Sunrise - April 01st 2010

Noted down an idea yesterday or ... the day before yesterday for the HQS website. I got the idea in bed and stood up with the file in my hand, went into the living room where Auri was sitting (couldn't sleep because of her illness).

The website will offer the ability to unlock traps for PHQ and their descriptions, which also function as walkthroughs, and videos for them. Those videos will be displayed with the video player I've built for the security cameras.

So, I guess that's gonna be nice.

Not feeling like working on HQS yet while Auri's feeling so bad.

We visited her uncle today and he said that she's gonna be fine, no pneumonia. Then I let him do a cardiogram on me, since my heart's feeling weird sometimes (like skipping a beat), so Auri said I should let him check. Seems to be alright, there are these little pipes that go into the two heart chambers, and normally they are absolutely the same size, but one is a bit off for me, which results in a lag of about 100ms. So it sometimes makes another extra pulse. Weird. I didn't understand half of what he said.

It's good that it's nothing serious though. But I did feel like my grandfather (father side), who was also lying in hospital with things stuck to his chest right before he died.

Anyway...

Tomorrow, hopefully, Darrn and I will continue with his test session over Skype. We'll see. Then, I'll send Mathias the new version. I'm having the whole next week off, so I should get some stuff done for HQS.

Halfquake Sunrise - April 02nd 2010

VACATION TIME!

Task sent me new piano sounds, but unfortunately they didn't turn out the way I had in mind (not his fault), so I remade them myself, and I noticed all the old sounds needed was a bit of a reverb. Still - a real piano would probably be a whole lot better. Maybe I could ask a friend of mine, he's got an upright electrical piano at home. We'll see.

Anyway, I've also made new piano sounds for when the puzzle is done, which adds a neat effect, I think.

Then I made new sounds for when the laser on the chess field hits the player, new creepy/moody sounds for the parts at the patience ferry ride where the world is inverted for a split second, and added a static sound (which is actually the sound of distorted rain recorded in Schallerbach right before our basement was flooded) to the static noise parts in the maps 13i and the intermission in 13.

If all goes well, I'll be able to send Mathias the latest version tomorrow. Maybe I'll think about music some more too, or start making the training room.

I'll get this game done now...

I'm glad I won't have to work for a week. The past few days were immensely stressful...

Halfquake Sunrise - April 03rd 2010

I've placed the music "I am safe" (the second version of it) into the last map, followed by the end dialogues. Still need to do something after all the dialogues are done, maybe a quick cut to black screen and a distant background sound. We'll see.

We'll see a lot lately, huh?

Then I zipped the hquake3 folder and sent it to Mathias.

I'm excited yet again!

Yesterday we stayed awake until 10am. Yeah. 10am! We thought we'd wait for the package to arrive and stay awake until then. We expected the postman to arrive at around 7am. But not 10am. Ugh. I've played FF13 for like ten hours straight! A few hours of sleep later at around 5pm I've managed to beat the final boss. I'm now through the main storyline. Now let's see how long I can keep myself interested in getting all of those trophies...

Maybe I should just start playing a new game. Like God of War 3, Demon's Souls, Bayonetta or Darksiders.

Or maybe - I should work on HQS some more... Yeah. I should do that.

Tomorrow...

No, NOW!

But it's almost 1am.

No excuse!

But...

I'll just wait until tomorrow. Lots of time then.

Right?

Right.

...

Halfquake Sunrise - April 04th 2010

AAAAAAAAAAAAand the trainingsroom is DONE!

Only took me about seven hours. Sheesh.

But it's done. I've changed the steam menu again, so that one can actually play that thing.

No response from Mathias yet, but I think he downloaded it (got a traffic report).

Yesterday somebody from Germany asked me if he can use Stranger for a low-budget-student-movie. I wrote him back today, saying that he's allowed to. Yeah. I guess Task and Less would've agreed anyway.

So - HQS is almost done! Maybe I can work on the project site a bit tomorrow. We'll see.

Oh yeah, I actually recorded the desktop while mapping the trainingsroom, but when I clicked "stop" the video was corrupt. Crap. Was about one hour of mapping, I think. Oh well.

Halfquake Sunrise - April 05th 2010

Had an idea for a co-op mode for HQS. Add an info_player_deathmatch, and everytime a player enters a new trap, the players respawn in there (sorta like a checkpoint system as in LittleBigPlanet). But alas, respawning results in an ugly HL crash. Probably Spirit's fault. Oh well.

At night, Mathias sent me a message, he was stuck in the chess board trap. I went online in Skype and followed him through the game until the trap with the word machine. I wrote the FAQ for the website during that time.

He likes it so far! And he says he hopes me and Rumpel from Cry of Fear never do a collab. Heh...

Oh well. That's it for today.

My car is about 15 minutes footwalk away now in the 10th district where parking's free. I hope it doesn't get stolen...

//Edit: I've worked on the project site for a bit more, adding screenshots, the FAQ, temporary download links and the trailer.

Halfquake Sunrise - April 08th 2010

I've started making a list of traps for PHQ, including names and descriptions. I've got 37 so far, and I'm almost through, I think. So maybe there will be 45 new traps for PHQ. People will be able to unlock them directly on the HQS project page.

Those new traps may do something special, too. I don't know yet.

As usual - we'll see.

Oh and – Auri and I had our ninth anniversary yesterday.

Halfquake Sunrise - April 09th 2010

All traps are named. There are a few I've left out though, mainly because those traps didn't kill anything really. Actually, that made me note down some more ideas to make certain traps do what they're supposed to do. In total, there are 43 new traps for PHQ, for which I'll have to record a few short videos and make better screenshots. I've also already written descriptions for all of them and figured out their daily kills and costs. I think I could even add fun facts and scans of the sketches or something. Maybe make them extra unlockable.

Auri had a very good idea yesterday: Those who don't have a PHQ account can still play Bomb Victims to help raise money. I can't wait to implement all of this now.

No word from Mathias or Darrn about the beta test yet. Hm. Willl ask Darrn if he wants to meet next week. Mathias will probably continue playing on the weekend.

//Edit: Collected all screenshots for the traps.

Halfquake Sunrise - April 10th 2010

Auri played through the trainingsroom, most of the first map and the last map. Found a few little things, and removed the friction in the last map.

Halfquake Sunrise - April 11th 2010

Re-arranged Rising Son back in Schallerbach. I wasn't exactly happy with the previous version, so I cut half of the lyrics, and arranged the song from scratch. Still have a few things to record (especially vocals), but I think I like it better now.

Driving home was weird. Heavy rain and a cloudy sky. Another week in the office after a few days of vacation. Man. I feel the stress coming back.

Hopefully I'll be able to work on the HQS website stuff a bit in the office tomorrow, but I don't think so. Lots of actual work to do... Tomorrow evening I hope to get more done for Rising Son, and implement a few other songs in the game before Darrn gets the new version on Tuesday night.

Let's see how much I'll get done this week.

A release date in June looks to be more reasonable every day though... Or maybe on my birthday. But I've got like four more people who need to test the game, finish the soundtrack, finish the website, implement all fixes and changes from the betatests... all in 18 days?

Yeah. I better get on with it.

//Edit: Screw sleep. I won't be able to sleep anyway. So, I recorded strings and piano for Rising Son. Sounds good so far, I guess.

Halfquake Sunrise - April 12th 2010

Two things of importance.

First of all, I've looked around on moddb again, checking the Cry of Fear page and rumpel's profile - then, being as tired as I was, I accidentally clicked "send friend request". Whoops. I quickly added Minuit as well. So it would look kinda not like it happened on accident, y'know. Phew!

Anyway - rumpel then added a comment on my profile, saying that he thinks my mods are genius!

Woof. That made my day.

I sent him a private message back, saying that I loved the Cry of Fear trailer, asking if he's under a lot of pressure and if people are acting stupid (not the exact words, but you get the idea). He replied that he had first heard about my mods when - after he had released Afraid of Monsters - people told him that it's similar to Halfquake Amen. He says, that's why he likes my style. 😊

And he proclaims that people are dicks - some have pretended to be a girl, just to get his attention. Fucking idiots, is what he said.

He's gonna play my mod when it comes out.

And he's as sleepless as I am.

Boy. That made my WEEK.

Later, I got the recorded demos from Mathias and watched for four hours straight. I got a bunch of VERY nice feedback, he found a few major bugs even. Sigh. There goes my plan for a release in May...

Just sent a reply to rumpel.

Man, I really hope this is going somewhere. I must be cautious and not push it.

Ah, by overthinking it I've already lost, I guess...

Halfquake Sunrise - April 13th 2010

At work, while not being able to actually work, I've noted down lyrics which had appeared in my head while driving to work. It's for yet another new song based on the "limited time" drumloop. Don't know if I'll ever make it, but it's there if it wants to be made.

Visited Darrn after work and finished testing the game.

I got a mixed response. Actually, I got two mixed responses today, since I asked Mathias as well. Anyway, Darrn said, if I wanted to hear the bad news or the good news first. I chose bad.

He said that he actually preferred the style of Halfquake Amen. I said, man, alright, I'll have to accept that. Later, I thought that there may be more gray parts in HQA than he remembers, but anyhow. He then said, that a few parts were very frustrating - but that this is of course part of the game. Then, he said, the good thing is - it's Halfquake again. Which he didn't really explain further. But I got a similar thing from Mathias' playthrough - first thing he said after the intro speech: "I'm playing HQ again! > ;D"

I continued asking Darrn a few specific questions. He said the dialogues weren't his thing, and when I asked him if he liked them in HQA, he said he can't really remember, so I suppose they didn't matter to much to him at all, ever. He didn't really say if he liked the ending, but he mentioned two or three good ideas, like breakable stuff when the player's trying to get out. I asked him if HQS was a worthy successor and final entry to the Halfquake trilogy. He said, "Of course, of course."

I remember, he really enjoyed the room with "wall wall wall" everywhere, the white room, the migraine crane, and the broken ambience map. Especially the broken ambience map!

So did Mathias. He really loved it, and noted that it was beautiful.

Speaking of Mathias - he said that it is executed nicely throughout, that some parts are frustrating, but naturally part of the ordeal. Somos was very tough for him, yet Darrn more or less flew through the parts. I still have to watch Mathias' recording though, so I'll know more when I see him in action.

Mathias said that the ending will confuse a lot of people, and that's also a reason why he likes it.

Now, I'm not sure how to deal with those reactions. I almost had to beg them for some feedback for the ending and the overall game. But - they were probably tired and... you know, maybe the game requires a good night's sleep and it will look different in one's head the next day.

Speaking of sleep...

Uh. Yeah. So I got two responses. I'm not sure how much negative criticism they spared me, but I suppose they liked it enough. And it took them both about six hours to get through.

My todo list is bigger once again, I'll try to sort through it a bit tomorrow to get rid of the chaos.

Now - off to bed. Seriously.

Oh yeah, Nina's finally watching The Wire, and she thinks it's fucking awesome! 😊

Halfquake Sunrise - April 14th 2010

Alrighty, time for some heavy update.

1) Talked to Rumpel a bit more, told him about HQS development, depression in 2007, he said that yeah indeed modding can be quite depressing (he's on anti-depressiva as far as I know, he has a photo of the pills packages on his profile on moddb). And I also brought up texture limit. He told me there's a command to increase it. HOLY SHIT!! So yeah, that fucking 4MB texture limit is GONE. I can now go back and see what I've wanted to do but couldn't because of it.

2) Actine told me about indiecade again, a festival/contest for independent game developer. And I simply registered Halfquake Sunrise and paid the 35 dollars registration fee. I have until June 1st to upload the mod. THAT MEANS I just set myself a pretty hard finish date. Awesome. Hello crunch mode!

3) I've continued working on Rising Son and recorded vocals. I really, really like it now, but there are a few things that I'll have to change. Still - indiecade has made me work harder than usual.

4) Mathias played through HQS again, took him about two hours. That probably means he doesn't think it's a shit game, otherwise he wouldn't wanna play it twice now, would he? Maybe because he likes the use of his voice in the game so much. Which I totally understand.

5) I've asked the guy from onlyintheory.com if he wants to record more lines. He's the guy who did the pain sounds that I've used for the player, and who also worked on such mods as ... fucking Black Mesa! So yeah. And I think I'll send him Somos' lines. He's gonna do them awesomely. Which is not a word. I guess.

6) Uuuuh... I think that's it.

What a day, huh?

Halfquake Sunrise - April 15th 2010

Worked on a few songs. I've played harmonica for Shining Darkly, I'm not sure if it fits though. And I've cut the already recorded acoustic guitar for the fifth song and placed the individual pieces across the whole drum line. I've also cleaned up the vocals for Vain Attempt.

And tomorrow I'll drive to Vienna again, so no music for a week.

At work I've started writing new lines for Somos, so I can send them to the voice actor.

Halfquake Sunrise - April 16th 2010

The train to Vienna was PACKED. And ALL of the passengers spoke English today (or Japanese in one case).

Anyway, second half of the train ride I looked over Somos' battle cries. Later at night I've finalized all of Somos lines and sent out the mail.

I hope it'll be alright.

I've got a mixed feeling about this.

Halfquake Sunrise - April 17th 2010

Got the files already from Mike Hillard! His Somos lines are awesome, and Auri and I laughed throughout the whole audio file...

So. Can't wait to add that to the game.

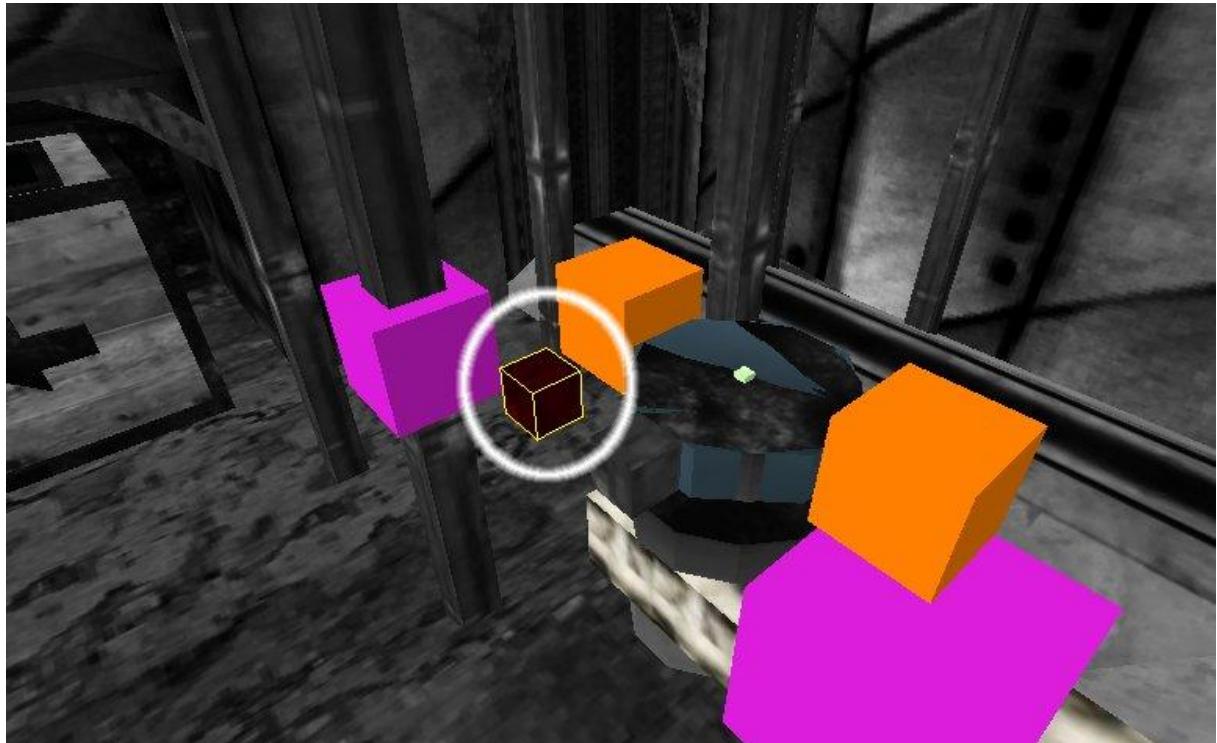
Later, Auri and I watched the rest of Mathias' recorded demos. Got a few more tips and expanded my todo list once again.

Now it's time to work on those.

Halfquake Sunrise - April 19th 2010

MWAHAHA!

I've fixed the bug where Mathias was able to activate more than one tower by round. I had a few minutes to spare and took a look at it. Ran around in there pressing the tower's buttons like crazy until I figured out that there were invisible buttons right next to the towers, which I've added last time to prevent something. I don't even remember. But I've checked the "Can't use" flag for all of them and it's fixed! I've really thought that this would be something I couldn't fix so quickly, so imagine my surprise.



I also asked Mathias to re-record the words for the word machine, and to make a new trailer. He agreed! He said "of fucking course". 😊

Hell yeah!

It was also a good day for work. Got lots of programming done, and in the evening Auri and I cooked our first really good beef. That was fantastic!

Halfquake Sunrise - April 21st 2010

Moved the Sadism Survey ad into the wall and put some detail around it.



Diary - April 23rd 2010

Met Jazzymike again yesterday and we walked through Vienna for almost two hours.

We talked about a lot of things, like relationship, friendship and projects and time management and motivation. I told him that I felt bad not attending his concert a few weeks back and he said it's alright, if I don't feel good about it, there's no sense in going there.

We also agreed that we're glad we haven't lost contact throughout the last few years.

Remember how I always wanted a person to talk to about motivation, projects, etc.? Well, that person has always been around, I was just too blind to see it.

Halfquake Sunrise - April 23rd 2010

I've gone over the Morality Intersection once again, refining the timing of the Dying For The Greater Good sound, and other things. The easy way now doesn't kill you anymore. The hard way is a bit more streamlined (no more standing around and waiting for the second train to be in sync with the other one).

And I've added a bit more details to the environment. When choosing the hard way, the floor moves around a bit now.

And the door before the level change to the random room doesn't kill you anymore. Still don't understand why that one door was such an issue with the testers, but now it's resolved.

All that just because I had to fix a bug where in the easy part Mathias was able to walk into a forbidden part.

Anyway, gotta run to the food store. Auri's going to be there soon as well.

Halfquake Sunrise - April 25th 2010

Back in Schallerbach...

I've cut all of Mathias' word machine words and put them in the game. It's better to understand now than before, still not sure if I like the way it sounds (it's a normal voice, nothing machinery to it). Then again, it is vital to this puzzle to understand the words, so I'll have to leave them as they are.

Same problem with Somos' voice. I've played around with some effects and I'm not really confident with any of them. I've ended up with a slight distortion and some reverb and a pitched down copy of the voice in the background. It's alright, I guess. I'll cut that tomorrow.

I've fixed the bug in the dynamic maze at the word machine, which let players push buttons from afar. A simple trigger_inout at each button fixed that.

And some minor timing stuff. Yeah.

In the train to Schallerbach I've continued reading World Without End, which I always confuse with At World's End... I'm slowly drifting away from HQS, I'm even almost annoyed by it. I find so many things that still could be changed, but I know - the time's up. I'm done and I'm only making it ready to be kicked out.

Seriously. Three years is enough.

Halfquake Sunrise - April 26th 2010

Ooooh boy.

First of all, the traps are finally in the database. I've added everything and made sure that they're inactive, but can be activated anytime. I've also added all trap pictures and plastered the traditional PHQ traps border on them.



Then back at home I worked on Somos' speech system. I call it a system because it uses both random and normal triggers. That way I make sure that no battle cry comes twice in a row. Plus, I've made it so that Somos says more stuff the further you get. There are three pools, the first one is used in the first room, the second is added after the player jumps into the first HQA trap, and the third pool is added after the level change. I've put them into three categories, first pool is normal, second pool is more random, third pool is random and ridiculous insanity.

I think it'll work.

I've also added the one-liners which Somos will say whenever he teleports (or whenever the victim dies in death cells or otherwise). They prevent Somos from saying battle cries.

Now all that I have to do is copy that field of triggers and sounds next to Somos and implement it into Somos' fighting system so that the battle cries get triggered whenever he shoots, and then I'll have to trigger the one-liners at each teleport destination.

And of course, slight alterations for the ending.

Boy, am I tired. My eyes are only half an inch wide open.

Better crawl to bed.

Sent Vino a message. General banter. Felt like contacting him again.

Oh yeah, new Steam client has been released today and it screwed up my icons for HQA and HQS. Don't know if they'll fix that. On the other hand, there seems to be an option to add bigger logos and even background images. We'll...

... SEE! Yeah, you guessed it...

Yawn.

Halfquake Sunrise - April 27th 2010

I've placed Somos' lines into the maps. Then... ED_ALLOC: No Free Edicts.

Okay. So I've hit the entity limit again, or whatever. I had to split up both maps into another two, so now there are four maps for Somos. The good thing is - I can add a bit more detail without having to worry about limits. The bad thing is that it loads a bit more often. But hey. Loading is part of the game!

I guess...

Anyway. That took a while now. After adding all lines, I've played around with the timing of Somos' end a bit. Still needs more work. I've also tested the last Somos map with Rising Son and then TheNameless' Pills in the background - and it works really well, especially Pills. Guess I'll add music tomorrow.

Oh man. This still needs work... But... Then again, maybe I'm overthinking it. Hmm.

So much to do...

At work I talked to Mathias about the ending and I told him about my idea to fade the screen to black, and place various little textures around in the hole with names of people who have contributed. They should be kind of invisible at first and then you slowly discover them when you realize that there's no way out. We'll see if I can pull that off.

I also continued working on the trap activation system. So far, so good.

Vino replied - he quit Calamity Fuse because they weren't able to agree on anything. He says it's a blessing in disguise, as he's more of a one-man-team anyway and is already working on his next project called Digitanks.

Whew. And there I thought he'd now drift away into nothingness, never being able to work on a project again. Actually, I assumed Calamity Fuse meant a lot more to him than he is showing now.

Well. Gotta go to bed. It's only midnight, but I've began working on HQS early again (7pm), so that I get some more sleep.

You know, sleeping does help...

I just realized that I'm done with all the voices! YES!!! This is coming along nicely.

I love how I've given an estimate to all the categories. Five hours for the new website, five hours for adding all voices. Yeah. Sure. AHAHAHA!

Anyway. What's left:

- * Finish songs. I'll probably just finish up two or three more songs.
- * Add songs to the game. I'll start with that tomorrow. Or make music.
- * Finish website. Working on it. Still a few hours left.
- * Implement all fixes/changes from betatests. Lots of stuff that needs fixin'.
- * Send to more betatesters. Sven, TheNameless, Task, and Vino, Darrn and Mathias all want to play the finished version too. After that... maybe Actine, Steltie, Kowi.

Four weeks left...

Halfquake Sunrise - April 28th 2010

WUAHAAHAHAAAAA...

1:13 am again. Fuck.

Anyhow. I've fixed the overlapping sounds that Somos blurts out. Well, at least the lines he says when teleporting around don't overlap with the ones he says when the victim dies at some places. Still, I've added two seconds after every teleport before triggering the lines, so enough time to finish the last battle cry.

That took me some time and I managed to make a little queue sound system. Sheesh.

Anyway. Then I felt like fixing a few things. I've worked on the border around the letter field, made it move up when the player enters, and other things I don't remember right now because I'm so tired.

THEN - ladies and gentlemen - I've added soundtrack to the whole Somos part. Task's song, Less's Pills, and my Rising Son. Yes, yes, yes, they're in the game now. I'll test it tomorrow though.

Or... what the heck. I'll just do it in a few minutes (after compiling).

So yeah.

First bits of the soundtrack has been added.

I've also quickly made a new sound for the letter field moving down and a new end sound which plays over Somos' final battle "cry".

Yeah.

TIRED...

Tomorrow I'll visit granny, father's side. Not much will be done then.

And work is kinda stressful. I doubt I'll get anything for the HQS website done.

drumroll

We'll see.

Ahhhhh, I've been waiting to use that phrase. Yeah.

//Edit: Okay, I just tested it.

Suffice to say... I'm smiling. Goosebumps.

It's finally coming together.

Halfquake Sunrise - April 29th 2010

Only changed the last song "I am Safe" to the new version which Vale has sent me today.

Visited granny. Had lots of foot and delicious cake. Talked about lots of things. Talked to my father about kids and money. Have kids when you're young, he said.

Had the annual "coworker conversation" today. Was kinda weird. I don't have any goals in that company. My only goal is to show up, drive home, get money at the end of the month. Why should I have goals?

I told Vino that maybe after HQS, instead of making another game, I'll just have one or two kids.

Auri doesn't want one though. (At least not right now.)

...

Why does that bother me so much?

Halfquake Sunrise - May 03rd 2010

There goes my birthday.

26, eh? And still playing and making games. What part of growing up do I not understand?

Oh well.

At least Auri and I are not-growing-up together.

We watched Toy Story 1 and 2 on my birthday. On Bluray! Yeah. And yesterday we watched nine episodes of Supernatural (the latest ones). Today we had to get up early because the guys who are checking on our chimney thingie were coming between 6 and 8 am. Yeah.

Oh, and we also watched Avatar on Bluray. I don't really know what to say about that movie. You kinda feel that there's a huge effort behind it, but the story was kind of meh. There were a few scenes where I was blown away by awesomeness, though.

Anyway, yeah. The reason I'm writing here is of course HQS! And I finally begun working on the todo list again (results from Mathias). I'm at map hq3_3. Not too bad, I guess. Only 20% done though I think.

Yeah.

Gotta go to the food store now. Gonna try to continue tomorrow, if work allows me to.

Halfquake Sunrise - May 04th 2010

Fixed even more things up until map number 9. Hopefully I can fix the zbuffer flickering of the cracks in the sky in the distance. Only Mathias saw them, but I needed to remake some of them anyway.

Maybe one more day of fixin' and I also need to draw the textures for the credits at the end. Then add the soundtrack, and finish my songs and add them too.

Then send them to the testers again.

Auri says she can't wait. She's important. I'm going to play LBP with her then! 😊

Halfquake Sunrise - May 05th 2010

I'm done with all except a few "nice-to-haves". Most importantly, I've given Somos more details.

It's kind of strange right now. Not really working for the company, although I WILL have to do something tomorrow. Then I'm hunting for trophies. Almost ashamed to admit it... But man. I'm helplessly addicted.

And then I'm trying to squeeze in a bit of HQS time.

I've made the website for my mum yesterday. She liked it, at least she said so. Today she and Wolfgang went on vacation and I don't remember where. She'll be back next week, I think. Hm.

Anyway!

One tiny step closer to release. Next up: Drawing all names on a sheet of paper, scan it, and use it in the last room.

//Edit: Alright, there's an error that threw off the trigger_camera in the last Somos map. It only happened when the player didn't die and thus had to reload before the camera got triggered. Very strange.

I've tracked down the Spirit of Half-Life version 1.8.

And I intend to use it.

Now I have to play through the whole game and see what doesn't work.

Was that a wise choice?

Somehow I doubt it...

At least Somos works and the Tower Defense map works as well. Can't be that bad, I guess.

Halfquake Sunrise - May 06th 2010

Looking good!

I've pasted the FGD files of 1.4 and 1.8 in Google Docs and compared both versions to find out any differences. Well, there aren't any major changes, I think. I copied three changes to the 1.4 FGD file (the 1.8 had errors when importing into Hammer...) and tested it again.

I've also changed the last Somos map a bit again, re-activated the rotating scythe from the first Somos, changed the timing again of the "Let's try something different" speech, and most importantly - the trigger_camera bug and the noise sound are fixed! Everything works now as intended. Awesome stuff.

Now I just need to play through the game and see if something's broken.

//Edit: (Six hours later.) IT WORKS! Everything WORKS. Awesome. AWESOME! I just played through the whole game again and yes, as I just said, everything's alright. Even the end. The camera works. Everything. EVERYTHING!

I did see some new stuff that I'll add to my todo list now.

But at the moment I'm just relieved that the version upgrade went absolutely smoothly. I'm happy.

//Edit once again: After coming home from buying food I drew the names for the credits area.

Side note: I bought Alex PSN store credit so he can buy Fat Princess.

Halfquake Sunrise - May 07th 2010

Fixed all those things that I've found yesterday.

I also tried to fix the black cracks in the sky in the destroyed Ambience area. The sun works now (I simply carved it out of the sky, saved me quite a lot of time and it works perfectly) and I've removed the cracks on the walls that were ugly. And then I came to the conclusion that probably all of those cracks are ugly.

I'm probably going to delete them in the future. I'll leave the ones that work in there until I have a better idea. I did come up with the idea to make cracks that point away from the sun in the middle, kinda like distant sun rays. That might work. Also, at one point I tried to add a thick black border at ground level, but yeah. Not so good either.

Will fix that another time.

Still a lot to do, I think. But I'm gonna take a break for now.

//Edit: I've fixed the issue where you could still jump back up after landing on the letter field (last Somos map), and I've also fixed the player being killed by Somos' Sadism Rays when he/she jumps at his head in the end. Which took me a while to figure out that it actually was the lasers that killed the player. And I've added another invisible button inside Somos' head which must NOT be triggered directly, so there's actually a smaller chance that the player will miss Somos' head.

Phew. Now I'm off collecting the rest of the feathers in Assassin's Creed 2.

Halfquake Sunrise - May 09th 2010

Back in Schallerbach I've started working on the jazzy Halfquake track, which I'll play in the background of the ability ads.

Lots of work for just that, right? But it was stuck in my head, I had to get it out.

Now it's almost 3am in the morning and I'm pretty much fucked.

At one point I lost the whole line of one of the instruments. Had to redo it, though I'll probably restructure everything else again anyway.

Blah.

Journey home on the train was good today, reading the book, watching the landscapes. Started to rain once. Clouds hanging low. Green plains.

I also went through the todo list for a bit.

Next two days I'll be alone in this house, so I'll have to use this opportunity to make music as long as I'm awake. Two days to finish the soundtrack and make loops for the game. Okay, I could also do that in Vienna. Somehow. But it's better here.

Pretty tired now. Going to bed.

Halfquake Sunrise - May 10th 2010

What a day!

What a weird day.

Uh, anyway. Since my mum and Wolfgang are in Teneriffa, I have the whole house all to myself! I can stand up waaaaay later than normally. At work I met the new colleague, he's 36, has a wife and a child. What the fuck is he doing at this company? He has previously worked in the medical field, IT medical engineering or something.

What is he doing here? He's learning Perl now... Man. Hopefully he has some good reasons.

Anyway. Continued creating the trap activation system. Had to come up with a hack to be able to load stuff from PHQ via AJAX, since they have different domains. Blahrgasdfg. ANYWAY.

I can now open trap details and even already play Bomb Victims anonymously. Fun!

Back home in Schallerbach I finished the first version of Madvertisement, which needs some reworking in the percussion area (some of them are way too loud). After that I finished another first version, this time of the now so-called Dead in your Stead (the fast song which is gonna be played at the Migraine Crane part). I had to force myself not to lay multiple vocals on top of each other again, but I think Auri and Task and Task's mother and everybody else who has said or thought it are right. I need to get rid of that.

It sounded so good though. Meh. Will reserve it for parts where it is absolutely necessary.

Anyway!! Another two songs 90% done. Tomorrow I'll clean up another one.

Being without my external harddrive is kinda weird. How could I forget it back in Vienna? Damn it.

I'm making backups on a USB stick meanwhile. Hope it doesn't break.

Awesome, 2am already.

Time for bed.

Halfquake Sunrise - May 11th 2010

Wha... What happens...

It's 7:24, I just checked PHQ and I got eight new entries for the Deathlist!

Whaa... *yawn*

Halfquake Sunrise - May 11th 2010

Polished up Madvertise quite a bit! I'm happy with it now.

Took some time though...

Took a look at Dead in your Stead, but I think it's alright right now. In Vienna I'll have to fuse all separate lines anyway, there'll be enough time to tweak it.

And last thing I've done today: I merged interlude 1 with Nameless' version. I'm going insane! Still have to find a name for all of Task's and Keygen's songs. Will do that later, I guess.

Kinda weird without my harddrive. I don't know what else to do right now. I could make the ingame versions of some songs, I guess.

Talked to Sangel again after a long period of silence! He showed me lots of new awesome art he's done (only pixel art, he's too lazy to make bigger drawings/paintings, so he says). And I think I might try to make a project again with him after HQS. Something very small. We'll see. He showed me an actionscript framework, Flixel. Sounds interesting!

Also, old friend scip1o appeared again! He subscribed to the Deathlist and sent me an email asking for permission to use one of my HQA songs for a video he did showing a demonstration of his animation skills. He's been attending 3D animation classes for the past three years! And it clearly shows. Awesome stuff.

Still alone in the house. Kinda like it too!

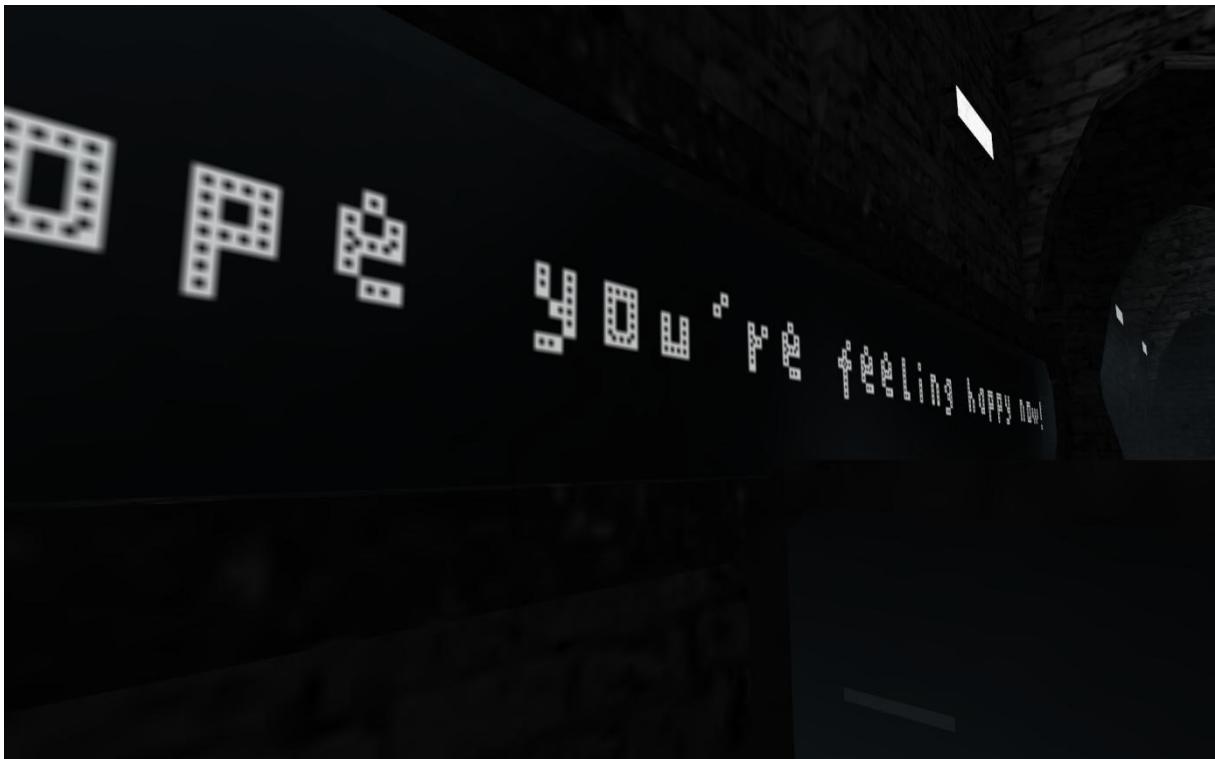
Anyway, tomorrow evening I'll drive to Vienna again. Hopefully I can put all songs into the game by the end of the week and start sending around the new version.

I'm excited!

Halfquake Sunrise - May 14th 2010

It's 1:34 am now. Visited White and Lena in their new apartment, which is pretty huge and quite nice.

Anyway, I cut the soundtracks into little pieces today. Three songs remaining to cut, but so far it seems to look pretty well. Most importantly, I've added songs to the ability ads which I find quite nice, and merged Nameless's song with the screams of the Dying For The Greater Good contest, which also resulted in a kind of strangely funny atmosphere. People are gonna throw mixed feedback at me for that one, I believe. But I think it's funny. 😊



Anyway. Off to bed.

Halfquake Sunrise - May 17th 2010

Put all the soundtrack files into the maps. Two or three were too loud and hit the peaks, so I had to re-cut or re-export them. Tested all maps with music parts again and fixed the timing where necessary. There are still a few minor issues that I'll iron out tomorrow.

I'll also add the credits names and refine the last map a bit tomorrow - and then send it to the testers. Mathias, Darrn, Vino, Sven, Less, Task and possibly Actine. Hopefully I'll get results near the end of the week.

I'm neglecting work way too much and I will have to finish stuff tomorrow for that as well. Major pain in the ass. But - that's what's paying the bills.

Vino sent me another email, containing a video for SMAK, his 3D modeling program (don't really know what it's for to be honest, but it seems to be highly useful), and a video showing a prototype of Digitanks, which looks very sophisticated already, as far as mathematics and programming goes. He also told me that his band broke up three days after their last concert. Must be a year of changes for him.

Anyway.

Halfquake Sunrise, almost done.

Updating the status to 95% now.

Halfquake Sunrise - May 18th 2010

The new version is done and in the hands of Vino, Mathias, Less, Task, Sven and Darrn. Probably Actine tomorrow.

Fixed lots of stuff today, added highlighting to the word machine, added all credits names to the end, and lots of other stuff. Played through it quickly and sent it away. AWAAAAAAAY!!!!

Going to watch a movie now.

Tomorrow I'll have to catch up with work. Client already sent me an email asking when the project will be done. Crap.

No HQS tomorrow, I'm afraid.

Less and Task were very happy! 😊

Halfquake Sunrise - May 20th 2010

First feedback was sent by Task (I'm not surprised!), complaining about everything being too tight, saying that there could be more music, reporting a crash (gotta split the first map into two maps), and he had problems with the train ride in the beginning. He got gibbed a lot because that thing randomly blocks you.

Well, at least he's saying he likes the atmosphere and the rest of the game so far.

I think I forgot to write about podcast17 having a new list of Top Episodes - the podcast with me is right on the front page now. I feel honoured!

Waiting for more feedback...

Vino sent me a link to Digitanks and I recorded some videos, trying to figure out how to get them to him.

Nothing else is happening now. Working for the company, finished a project yesterday, working every free minute on it.

Yawn.

Halfquake Sunrise - May 21st 2010

Got a response from Mathias, he told me that the lighting in the ending is way too dark, something that I basically already knew but I thought, what the hell, somebody's going to be able to read it! Not me though! Ha!

Oh well - I fixed that now. I put a lamp from the Sapience area on top of the inbox. And I put in the new auri texture (she didn't like the old one - and I didn't like it that much either), and Ally and Cornettheory are in there too now. I put Cornet's name right next to Somos' head, which... yeah! I think it fits! 😊

Alright. So far so good.

Mathias sent me new demos, can't wait to watch those!

Vino said he didn't have time to play it yet. But he looked at the videos I made of my two playthroughs of Digitanks and liked my ideas!

Still withholding from sending Actine the beta.

Don't have his email address anymore, since his domain expired. Yeah.

Maybe I'll see if he's on in Skype. And ask him if he wants to test it.

Then again - maybe the next version. The final one.

I do love double spacing.

Yeah.

...

//Edit: Watched 40 of the 65 demos and got a feedback from Less and a short feedback from Task. Complaints about the ending, getting stuck randomly, music being not loud enough (with background sounds too loud), and some praise about the atmosphere (by Less).

Gotta think about that for a while.

Maybe I should make the screen go black sooner? But then what about the names? Maybe add a background noise? Hmm.

It also didn't help that they played it on the old HL. Screenshots by Less looked the same like the ones from my old HL - kinda green-ish and crappy.

Oh well.

I'm glad when all this is over...

//Edit: Finished watching all of Mathias's demos, and talked with Auri about Less's and Task's feedback and she had an amazing idea - make the names float upwards when walking over them. Made a quick test and it works. Awesome. These are the new real credits. It makes so much sense!

Halfquake Sunrise - May 23rd 2010

Changed the credits and added floating names when walked over them.

Yeaah... Now bed.

Halfquake Sunrise - May 24th 2010

Back in Schallerbach!

Changed the credits part and deleted almost everything I've done yesterday and remade it from scratch with func_trains and other stuff. Phew. Took me another two hours, but I think it's perfect now. Well... not really perfect, but it feels like an end now.

In the train I wrote more things down for me to do this week, we'll see how far I can get. Naturally, I'll focus on showstoppers first. Like, being able to sit on Somos' lap instead of firing the end sequence. Fun stuff!

Anyway.

Lost season finale.

Watching - NOW!

Diary - May 25th 2010

Dear Mr. Diary!

Lost is over.

I'm not sure what to think. It was really stunning. There were times when it was cheesy. No, actually, it was constantly bordering on cheesy. Throughout each episode there were numerous moments that I cringed at, thinking about how other people would see that moment.

The mystery kept me going. I wanted to know where the writer's lead us to. Somehow, and that counts for every creation, it was just about the journey, about the solutions, the little decisions of a group of people. I was expecting them to crumble under the weight of millions of viewers and their expectations. But surprised - and relieved - I find out that they didn't. They took turns, they chose where to go, and they didn't falter. And in the end - it shone. And it was beautiful. Not because of the island. Not because we finally found out why or what or when - simply because I felt the relief of all the people involved that the battle fought together has finally been won.

What does that mean for me?

HQS is over. This week I will spend the last few hours on it and then I'll send it off. For me - this is quite an end. For example, it marks the end of making mods for Half-Life. It should also mean the end for the Halfquake series, but I'll probably do another one in five years or so. Just in time when people feel like watching more of my little decisions.

Because that is what it's all about. Little decisions bundled together.

That is one reason why I will try not to make any smaller games anymore and why I don't enjoy playing these flash games. They are little ideas spread out. I want to wait a little and deliver a huge pile of decisions. It's like eating walnuts. You can either unwrap them one after another and eat them slowly, or you can unwrap a few and save up - and eat a few together to get a real mouthful. It feels and tastes so much better!

Anyway...

Lost is over. It was more or less senseless - but beautiful. Just like life! Ha! That was cheesy, right? Yeah, you're laughing now.

Halfquake Sunrise - May 25th 2010

Hopefully fixed the issues where...

- 1) you died when jumping on Somos
- 2) nothing happened when you got stuck on Somos' lap
- 3) sometimes you got stuck in objects in the next map after level change

And a few minor things at the mountain towers ("going insane" now doesn't play over the other song anymore, and a texture error).

I'm very tired because I only slept like four hours, so I'm not very patient, but at least I got that done, even though I hit my keyboard in frustration once. Well - I guess that is done. Two of the more annoying errors fixed. I'll have to send it to TheAwake now too. Talked to him today.

He won't like it.

In any case...

Uh, just fixed another few little things.

Sending it to Darrn, Vino and TheAwake now. Darrn and Vino haven't played the new version yet. Probably won't do so until end of the week, I guess.

Anyway.

Uploading now... Sending e-mails... Then hopefully going to bed.

Watched Afraid of Monsters, should probably send rumpel a message soon... Weird how contact just faded away. Probably my indiecade pitch that disturbed him. OH WELL.

//Edit: Went online in ICQ to talk to Awake - and who did I see?

An old friend of mine.

I talked to him, he seemed to act like nothing's happened.

NOTHING'S HAPPENED!

All those dreams about him surfacing again, waking up again to realize he still is missing? That's right - he was MISSING! Completely lost. Didn't answer calls, sms, whatever. Turns out I had the wrong number. Bah. Then when I suggested to meet tomorrow or the day after, he stopped responding.

God damn it.

Internet connection was cut and the upload tore apart. Gonna have to send the link tomorrow.

Talked to Task. Turns out I was waiting in VAIN cause he wasn't preparing any feedback or whatever. I asked him about his overall verdict and he said that the atmosphere of HQA was better, but technically and visually HQS was better. He says that the lack of music in the early parts kept him out of it. Blahblahblah. Alright.

SO!

I'm done with this day.

Fucking done.

Halfquake Sunrise - May 26th 2010

Got another feedback from Vino!

He loved it. The new ability ads, the holes, and he says Somos is fuckin tough. He didn't see that he had to jump on Somos' head, so he probably didn't see the last room, but yeah.

He also said that there were two people on Steam messaging him, saying they're envious and they want to play too!

It has restored some faith. I probably shouldn't have watched those "Let's Play HQA" videos on youtube. People aren't very kind to it.

Anyway.

Back to map number 1.

//Edit: Talked to Vino a bit more, he says that he can't wait to see the amount of buzz HQS will generate and that fans are already excited for it. I said: "Honestly? I'm scared!" To which he replied: "Don't be scared, be excited!"

Why am I scared?

There are now over 500 people on the death list. And there's already a new entry again, blinking here to the side of this message.

I'm scared because I know there will be negative feedback.

I just hope I'm strong enough.

...

I've split the first map into two maps and changed the train part. Now you don't have to ride it anymore, instead you have to move a teleporting cube around by finding and using it. Probably needs a little effect or something. But enough for today.

//Edit again: I forgot to mention that I've changed the loop for the song Clarity. Vino mentioned that it sounded cut off, and I said it's cut off for the purpose of looping. Then I listened to it again and noticed that it indeed sounded very strange, so I changed that and now the whole song is in the game, without cutting off.

Halfquake Sunrise - May 27th 2010

Yesterday I killed a bird.

I was driving up to the highway when it flew into view from the right - but it was already too late. An almost insignificant thump, and I take a look into the rear mirror. Feathers everywhere and a bird on the ground, waving with one wing.

On my way home after work I managed to hit a parking car with my right side mirror. It got pushed inward and the mirror glass fell out - in one piece. At least it was still connected through a cord, so I was able to simply press it back in.

But man. Yesterday was weird.

Today - well, let's just say it's not that much better, at least I didn't kill any birds.

Awake called me in Skype and told me his feedback about HQS. I could only write back, since I had no microphone.

He said that HQS feels a lot like what Task and Darrn and Vino already confirmed: A long array of minigames. There's no real basic tone, or overarching atmosphere, or... as he called it, it lacks a certain

"soul".

Unfortunately, I had noticed that too, back when I made the maze with the time limit.

Strange, really...

Oh well.

He also complained about the ending. But you know - I don't really care anymore. I'm really, really tired.

I wasn't able to do much after returning home. I watched a movie ("Year One"), then went back to work. But - I didn't change a lot on the game itself. I just went over the soundtrack and put it all neatly inside a folder, properly tagging the files and figuring out the right order.

I've put the old HQS songs in there too, those that weren't included in Remains. And I've put one of the old songs into the beginning part of the game, but in a distant low way. I like that.

Still no intro. Still no real credits.

This will be my downfall.

But why does it feel so right to me? This is the way it is. Bam, you're in the game. Bam. It's over. You don't die. YOU DON'T DIE!

Awake had this to say about the ending: "Black screen? Really? Nothing happens?"

I like to say to myself that I've broken my own tradition, thus confusing people. But Halfquake is about breaking rules and traditions! I'm not afraid to counter those I've put up myself.

Also - it IS the only ending possible! First part - you die. Second part - you can die in twenty ways. Third part - what, a hundred different ways to die? No! You don't die, and yet you're not alive either.

I'll get a lot of crap for that.

But I suppose in the end - it's me who has to like it.

On the other hand, it's the audience that pays the visits.

Ah man.

Sometimes I'm feeling like the game's shit wrapped in gold, sometimes I feel it's just right as it is. Bah.

You know what? I'll upload it on Saturday for the contest. And that's that.

Next project, please...

Oh yeah. I also made textures out of Szaladin's photos, which I now have to put somewhere. Somewhere hidden where Awake can feel like an explorer again. Which he says he missed.

He also says that everything's so narrow that he gets stuck so often. He doesn't like it. HQA felt "round", he says.

BAH.

It's all bullshitfuckcrap.

Gonna go to bed.

At least rumpel replied again after I've sent him a message that I've watched Afraid of Monsters on Youtube. I liked it. Mostly. But honestly - not my type of mod. I was kinda bored watching it. Meh.

(October 24th, 2012: Well, maybe that's because you weren't playing it yourself, young man!)

At least he had four different endings! And credits! RIGHT?

>_<

Halfquake Sunrise - May 28th 2010

Drew more stuff - TheAwake's name for the credits, Mary the cogwheel, and a texture for the cookiebox which comes out of the cookie vendor. Oh, and "Patience Ferry" for the, uh, patience ferry.

Then - I implemented it all! Hurray!

Sent rumpel the new version. Well, the version I had a few hours ago when I was still at work. No response yet, but I think he downloaded it (got an email about traffic).

Tomorrow I plan on uploading it to indiecade.

It should be done by then.

Halfquake Sunrise - May 29th 2010

I basically added all those easter eggs that I've been thinking about, plus I fixed another one or two minor things.

All background images are used, except maybe two or three (but that won't matter), and I even found a few locations for unused sounds. I even added the intro area of the "Cube Sunrise" as a visual behind a button in the first map.

And I've added "Finally" into the game.

Phew.

Now - all I have to do is test it all.

And then it's done.

Halfquake Sunrise - May 30th 2010

It's done.

Lots of things fixed, new easter eggs are in.

And - indiecade extended the deadline. It's June 20th now. But I don't care. I'm done with it.

Gonna release it in the next few days.

We're in Lienz now.

Halfquake Sunrise - May 31st 2010

I've finished the website, including the trap activation system.

Got a response from ruMpel - he loved it! Sick shit, is what he said. Couldn't believe it's all mapped.

Anyway. It's done.

Release tomorrow. Not much time to write this. Kind of leaving Auri alone all this time...

Halfquake Sunrise - June 01st 2010

Just adding this to get the estimate for the total hours I've worked on HQS. Be back later.

//Edit: It's released! What a day. Already got response from so many people, including Emanuel and

William from podcast17, and h4ndy even bought a meadow mayhem pure awesome edition and Nothing!

It's over.

For now.

Bugs will surface - but that will have to wait for next week.

For now - vacation time. And enjoying the responses.

Also wrote emails to Kotaku and Gabe Newell. Not expecting any replies, but... how awesome would that be?

Halfquake Sunrise - June 03rd 2010

It's out there and there are a lot of responses, I'd say 90% of them are absolutely positive.

It feels weird.

Halfquake Sunrise is finally done. For six years I've had this constantly in the back of my head. And now it's out.

No more HL1 mapping. Not EVER.

A new era has begun. But I still feel like it's not over, it's very strange.

There are roughly ten people online in PHQ all the time, three traps are already unlocked. Lots of people have sent me links for mirrors. Each mirror has a download count of more than 300. It's amazing. I've got a request from a French magazine Joystick, they want it in the magazine. Yesterday I had over 1400 unique visits!

I hope that there will be some reviews, although I think not a lot of people make HL1 reviews nowadays. Doesn't matter, I guess.

I've fulfilled my promise. Halfquake Sunrise is finished.

Now what?

We'll see.

As usual.

We're still in Lienz (this whole week - I've got this week off). Kurt is here too at the moment. The door to the balcony is open. Birds are chirping.

Yesterday evening was the first time I kind of relaxed. The project is done. I almost need to convince myself that it's over.

Will I ever make such a project again?

Probably.

What will it be?

I can't wait to find out...

Halfquake Sunrise - June 07th 2010

There have been several positive comments about HQS the past few days! I'm very happy that it's generally very well received.

The first review I've got was posted on The Abandoned Workshop, and it was 100% positive.

Today I found out that the creator of Peaces Like Us wrote a review on his blog about HQS. I'm simply floored.

Peaces Like Us is one of the main inspirations for my mods. We have an interview here on PHQ with him, but ... him writing about HQS, including screenshots... That was just really amazing.

Tomorrow or on Tuesday I'll hear the new podcast17 episode, in which William and the rest of the guys will talk about HQS.

Oh - and rumpel wants to meet on MSN.

Exciting.

Simply exciting.

I've made the package for H4ndy, which I'll send tomorrow.

Wow.

I still have troubles recognizing what's going on. HQS is done! People are playing it all over the globe. It's unbelievable.

I probably should release a new version soon.

Then again - the need doesn't really exist. Both reviews haven't mentioned any bugs, aside from the normal getting-stuck-in-elevators HL mess.

Hmm.

Anyway... I'm really relieved. And slowly my mind is moving on to other things, like IAD and Antaran and Phabetal 2 or Turnament 2. And Taskless Sheep of course.

Halfquake Sunrise is done. I really need to repeat that in my head, otherwise I won't believe it myself.

It's done. It's over.

Now - going to bed.

Will set up MSN tomorrow to talk to rumpel. I can't wait.

Diary - June 08th 2010

So - I think I forgot to write that I'm back in Schallerbach now. On Saturday we drove to Vienna from Lienz, listening to The Black Sun in the car. It was nice driving around with Auri. We two just fit together.

Today - first day of work after one week of vacation and like two hours of sleep. It was HOT in the office. And I got another new project from a Very Important Client.

I made an MSN account for ruMpel and contacted him. He was naturally a bit reluctant to send me the current Cry of Fear version, but I reassured him that all secrets are safe with me, so he started packing it up and sending it to me.

The file had 750MB.

I did get the other two text files, one with the password for the archive, and one with the things that still need fixing and doing.

Interesting to read those notes. Sounded just like mine...

I can't wait to play it, really. I wish I could contribute a song, or voice or something. A little hidden easter egg, maybe.

I'll take it slow, I guess.

First - beta test.

Why's it so important to me? Well - to be honest, out of pride, I suppose... Initially I thought I'm trying to help out with my experience in making projects and especially mods for HL1, but in the end, as

TheAwake said it so bluntly, I'm happy that I'm able to get my hands on it.

But I don't want that to be the only reason, or any reason at all. I want to be a good tester, and that's what I'm gonna be.

Today... I relaxed.

I took my time with everything. I sat around for half an hour before going into the kitchen to make food. And I didn't do SHIT. I sat around all evening and night surfing the net, cleaning up space on my harddrives...

I felt like playing a game, but didn't really find anything before it was too late anyhow.

I have to say... It slowly begins to feel strange again, having no active project. I did write in the EXP forum that we may begin with the new album though. But I don't expect much progress there in the next few weeks.

At least not from me.

Anyway...

I'll visit Alex tomorrow. Resident Evil 5 is already lying on the desk in front of me. It's his copy - I ordered it for him.

Am I a bad brother for making it possible for him to play these games when he's like 15, 16?
(October 24th, 2012: STEP-brother, my friend.)

Probably not.

I've already made a mod at that age...

Anyhow.

Tired.

Going to bed.

Oh - I did receive more emails today, I found a few stuck in the spam folder. One larger email by John Marwin.

Yeah, they all like HQS. Actine doesn't like Somos' voice and Somos' background music, but whatever. I love it. Fuck everything else.

Shit yeah.

Motherfuck!!!!

>_<

Diary - June 09th 2010

Visited Alex and played Resident Evil 5 with him. Awesome game. I don't know what everybody's talking about when they say it sucks.

Once you get used to the controls it's actually a lot of fun! Fucking awesome even. And I like Sheva. She's sexy.

Anyway, yeah. It was fun. Gonna visit him again in two weeks.

At home I started playing Cry of Fear. What can I say, the graphics are simply amazing, especially the water. It's a horror mod so it got plenty of scares and weird enemies. Best part was the camera part so far, where you had to shoot at white marks in the darkness to light up the areas. Really nice. Oh, and a room with pictures of victims, then the light goes out and you hear somebody's footsteps approaching. That was very well done.

I'm taking lots of notes and recording demos, although I believe those demos either won't work or... aren't really that useful. I should record videos. Hm. When the game crashes, the demos turn to dust. So

that's not good.

Oh well.

Very tired. Once again. Same shit tomorrow!

Diary - June 10th 2010

Heh, I keep selecting Halfquake Sunrise in the drop down menu of already existing entry titles...

Anyway.

Very tired today. Gonna go to sleep soon.

Had a two hour meeting today talking about what clients (internal and external) expect from us and I had quite a lot to say actually, and the boss even liked it and kept referencing what I said. Weird. I want a raise, please.

And work from home every DAY.

At home I continued testing CoF. Crashed a lot, so I loaded some maps directly. Really awesome stuff. If he's not gonna get a job as a level designer after this, the world is truly wrong.

Seriously hot today. It's midnight and it's STILL hot. Gah.

Going to bed now.

Oh - HQS has finally been posted on hlportal.de. More traffic report emails again, haha.

Ha.

H.

Diary - June 11th 2010

Ahh... The heat.

Had to work on the project at work today. Almost done, I think, but I couldn't figure out some calculations, so I had to send an email to the client.

After work granny, mother, wolfgang, renate and her man, and I all joined together to eat on our terrace here. Ate really a lot and were sitting around until 11 pm.

Can't really check CoF now anymore... Hm. Probably will write another email to rumpel. Or send a quick feedback tomorrow. Had some ideas already for the song(s) I'm gonna make for CoF. Gonna be fun. I hope.

Granny gave me 100 euro as a late birthday present and my mother gave me a shirt as a late birthday present. There's something on the back though, but I'll still wear it I think.

She also told a few stories involving grandpa. I always picture myself instead of him. I really feel that close to him. Not really close in that sense, I feel as if I'm him, like 60% of me is him. I definitely got his face. And my father's face. The chin is from my father I think, but I definitely got the forehead and the eye sockets from my grandpa.

One story was about a meeting somewhere. And he thought he could do a little stage appearance with his guitar, yet those people weren't in the mood for that, and they were all a different higher class, so they rejected them entirely. Something like that. I can relate to that a lot. He and his guitar.

Man.

It's so unfair that he's dead. Of course, I wish my other grandfather were still alive as well. I feel I owe them both a lot. The love for architecture and building stuff is my father's father's heir; the love for music and words comes from my other grandpa.

Thankfully, I woke up early enough to at least spend some time with my father's father.

I wish I had been awake a bit sooner.

Diary - June 21st 2010

Hello Dr. Diary.

I noticed that you got your doctor title now. I congratulate you. Wholeheartedly.

I'm back in Schallerbach. Well. Actually, right now I'm sitting in the office in Linz.

Auri and I got our new computers. On Friday all parts arrived (two different deliveries, the second delivery took until 2pm), and we noticed that they sent us the wrong graphics cards (geforce 210 instead of 465). So, we waited until after the second delivery arrived (Auri had to go buy food alone meanwhile), and then we drove off with the train to the SCS and went to the Ditech store there. It was fun walking around with Auri. Just as the Friday before, when she showed me the street 20 minutes away from our home, which is basically a miniature Mariahilfer.

We got our actual graphics cards, went back, then White came and helped us build our computers, while Auri prepared food alone (Saftbraten).

To my surprise - everything worked. We now got Windows 7, 64-bit versions, and really fast computers. Mass Effect 2, Portal, HL2,... all games run with all specs real high real fast. Awesome.

But the real showstealer was Photoshop CS5. Don't want that tree in your photo? Select - delete with content-awareness. Done. Tree's gone. We spent like two or three hours messing around with images, like removing annoying text from wallpapers.

Not much more response from HQS, it's dying down slowly. I'll make another farm post soon with lots of stuff, also announcing a new contest, we'll see how many people will actually participate.

Still playing Cry of Fear and preparing the feedback.

The indiecade deadline has been pushed back to June 22nd, so I have time again to upload the updated version. Somebody wants me to update my game. Really. I've tried ignoring it and told Auri that I'm done with it. And now they push it back AGAIN by two days. That's not coincidence, is it?

Anyway. Work is stressful. Bah.

My room is packed full with books and crap. The house hall is being upgraded with stuff, so they had to move the stuff that was inside the cupboard and on an ancient table all inside my room. Plus, it's so cold outside that my room is now a fridge. Really, I had to sleep with my t-shirt again yesterday. And I do that like once a year.

(October 24th, 2012: Once a decade, actually.)

Lots of stuff to do this week. Meet with Alex to give him his game Red Dead Redemption. Probably meeting with Valerie for a website job. Write the farm news post, including all the updates and uploads and what not. Write a feedback for CoF. And regular work stuff.

I thought once HQS is done I had some time off. Why do I make myself more work all the time?

Halfquake Sunrise - June 22nd 2010

Huh. A Halfquake Sunrise entry.

I swear, this will be the last of its kind. I've uploaded version 1.1. Minor fixes. Like, the pile of diaries? Yeah. Some books were clipping into each other. Ugly.

Lots of other minor stuff.

I've finished playing Cry of Fear. There's a part where a girl, Sophie, talks to Simon, the main char. She kills herself by jumping off the roof.

That scene... somehow connected the whole game. I don't know why. After that scene I "get" the game.

Everything feels round now.

Anyway. HQS is out. The contest is for me officially closed.

CoF feedback to be sent tomorrow. Visiting Alex again tomorrow, so yeah. That'll spoil my plans. Meeting Valerie on Wednesday because of her website (we'll get 500 euro for that).

Major news post for the farm planned and partly written already.

Really tired now though.

Bed.

Diary - June 23rd 2010

Posted farm news and PHQ news. Woah yeah, PHQ news! Who woulda thunk it.

Started a new contest, put more items into the PHQ shop (including the new item Dead Pixel Pet - which isn't even developed yet hahahahahaaaaaHAHAHA) (not that anyone will buy it), and uh. Yeah.

Visited Alex and father and rest of the family today. Yuck. I want real food now. I hunger for apples. SOMETHING. Ugh.

Broke another PC there (the one that was supposed to belong to Alex now) and couldn't fix the network of another. Drove around in my father's new car (a Mercedes) and he proudly showed me all the little things his new car can do (can't sit or roll over yet though).

Ah well....

Work is tiresome. I haven't done shit the past two days. Gotta do something tomorrow...

Contemplating a change of jobs. Maybe I should write to Gaiaonline. Then again. Maybe... not? Maybe... I should. Try at least.

Try and try...

Diary - June 24th 2010

Sent away the huge chunk of feedback yesterday night, and got a response today - he will add halfquake stuff into his game! FUCKING YAY! I'm so excited. Sent him the videos today and will translate the subtitles now. There's still the track that I'm going to create, but that will probably have to wait until the week after next.

My room is open. The door is unhinged and standing in the middle of my room, leaning against a stationary bicycle. I hate it when my room isn't open. I get scared shitless during the night. But I managed to sleep.

I came home today and... I was relaxed. I still am. I finished a lot of work today, and the feedback for CoF is out, and the latest farm news has been out for a while - and I am ... relaxed. There is no knot in my chest. I offered my mum to go out eating. First she said no, cause there was a guy coming who does all the interior stuff now (we got our walls painted white, there's brown paper everywhere on the floor, and we have a sauna now and there'll be lots of new cupboards and stuff). But they were done talking sooner than expected - so she and Wolfgang agreed and we went to the Italian. It was warm, not hot. Sun was shining. It was wonderful. The food was good. I had lasagne and tiramisu. Wolfgang paid.

I haven't felt like this for a very long time, it seems. I can breathe.

Diary - July 02nd 2010

HQS IS THE MODDB STAFF SELECTION OF JUNE! YAAAAAY!!!!

This SERIOUSLY made my day.

Not only that, but the Very Important Project at work is DONE. For now. I managed to get a calculation

right - and now EVERYTHING'S DONE for that client. JEEZ! Now I can finally go on with other stuff. I have a presentation on Tuesday, but I'll prepare that on Monday.

Indiecade finally emailed me and told me that HQS has been submitted successfully. Can't fucking wait.

Been clicking around through PHQ a bit and added a room selection to the chat. I've got a few ideas for PHQ, but yeah. Always that drawback. Maybe I should let go.

And work on something NEW.

Personal Halfquake - July 05th 2010

Hello.

I've spent some time on little things around PHQ. Virtual Brain, little fixes, yadda yadda.

Have to present something tomorrow, a code documentation. It sucks. Oh well. I can talk my way out of it somehow.

My room's still packed full with stuff. We did move some books into the new black and white cupboards, so it's not as bad as last week. Well. Maybe just as bad.

Should've done some work on the track for CoF today. It's 22:21, maybe I will still do something. I also have to make a package for LupusRex. Hm. Actually, I could do that now, but what should I pack in? Meadow Mayhem... A Halfquake DVD. Yeah. Enough work anyways, I guess.

Diary - July 06th 2010

Just sent away my soundtrack for Cry of Fear. I spent like three hours on it. I got a bad feeling. Then again, it fits the atmosphere, I think. I used the amazing screenshot of the lake as inspiration. We'll see what he replies.

Work was alright, I mean the presentation. Prepared just about enough!

God damnit, I'm tired as fuck.

It's cold again, maybe that's the reason. Weather change. Blah.

Taskless Sheep - July 07th 2010

Oh yeah, yesterday I had an idea for a new concept for the next TLS album. Basically, a city with no real applied laws, just like in the wild west. Had an image of stairs and people with white hats, one person being shot at, the others not caring much for it.

Less and Task agreed to try that approach (Less was a bit more interested), so I'll try to flesh out the idea for them and get a good background story going.

HELL YEAH!

FUCK YEAH I'M TIRED AS SHITFUCK. SHIT. PISS.

Diary - July 08th 2010

Visited my dad again, put windows XP on Alex's computer - and... IT WORKS!

He can now surf the net and play games on it. Wow. I actually didn't break anything this time. And I even got two slices of cake!

Rumpel sent me an email, saying he "really likes" the track I sent him, but he'd also love something with guitar and piano.

I sat down and looked at the park screenshot (probably my favourite map, next to the lake map) and played two sequences and recorded them a few times until I couldn't feel my fingers anymore.

Also had an idea for another screenshot during the day, the one where you fight a mini boss with a chainsaw.

Hey, I could actually record with my keyboard in Vienna again! I'm excited!

Something else also happened. I bought an ebook (for the first time, using the newly released free Kindle reader application), just because it was the highest rated on amazon. It's about how to overcome your fear of change and actually spend your time in your life on things you really want to do, and still have enough money. Quite an interesting read, so far.

I got the urge to quit again... I should probably start looking for a job in Vienna. But... I'm too lazy, god damn it... And I know Auri wouldn't be very happy about it. I think.

I guess I'll talk to her again.

Diary - July 13th 2010

The current state of affairs:

Still reading the book "The 4-Hour Workweek", which is giving me a bunch of new ideas on how to live my life. Basically, I do what I've been doing for a long time. Stay away from meetings/events as much as possible, only work in short bursts, avoid being responsible for lots of things. Only now, that idea of working in short bursts has been refined, and I plan to work in the first hours of the day, right until noon, then do stuff for myself, so to speak.

That way, I won't get behind in regular work, because I have a set amount of time to work on them. And knowing that I can "leave" after half the day is gone frees my mind a lot.

Now. What's on my plate?

1. PHQ: I've made a bunch of small updates to PHQ, but I'm hesitant to post news item about them. I want the PHQ contest to stick out, so I'll leave it at that. For now. There are also a bunch of features that I'd want to implement - but seriously, I can't fall into that black hole again that swallowed me back in 2003. Just because working on PHQ gives me quick gratifications doesn't mean it's good. Technically, I could work on PHQ for the rest of my life. But I want to do new things...

2. HQA Flash Game: Sangel is sending me artwork for a HQA Flash jump and run. The thing is, yeah, I'm kind of tired of that style right now. BUT - I could also use this little game (and I mean very little) to learn AS3. So, I'm prepared to work on a prototype this or next week sometime. It shouldn't really be too long. Maybe two or three levels. Or ten areas. Just a little HQA tribute.

3. Cry of Fear: I've begun with the second track and should finish it. Maybe I'll continue working on that after I've finished this entry. I got another idea for a third one, too. We'll see.

4. I'm a Dragon: Ah yes. I'm a Dragon. I'm on the fence about this project. We still have a while to go until the basic features are implemented. Well - if we simplify things, I guess it could be done, like, right now. But - then I'd still have to fill it with content. How about I outsource it entirely to the fans? Nah. Not good. There has to be a basic world already... Right? Also - outsourcing (the main word of the book I'm currently reading) would mean I'd have to create a fancy level editor first (complete with dialogue editor and shit), so yeah. What's also bugging me is that basically I have all these NPCs and dialogues already lying around, in the old version of the game. Do I just import that or rewrite it or completely discard it? What about the Sound Designer? The music's not working right, the Sound Designer is kinda clunky and... IAD is another MMORPG, just like PHQ. Which means - black hole. That's why I was thinking about making it a pure Single Player experience. But... Then it's not IAD anymore. What is IAD? Maybe I should just cancel it and be done with it. Or not. Some pixel art images could be used for something else too. I'm just currently tired of the b/w style. Hm. Yeah. Anyway. That's IAD for now.

5. Taskless Sheep: New music for TLS! I'll have to finish the tracks for CoF first, then I can start uploading stuff for TLS. Maybe I could even dig up some old ideas for my second album or the HQS soundtrack. Lots of stuff scattered around.

6. Walter's Deal: I'm having ideas for a restart of that book, but with the stuff in mind that I've already written. Basically, I just start telling the story in the middle and refer to the background story once in a while. Could be sweet.

7. Antaran's Journal 2: Either continue writing from the view of Antaran (he writes in another diary) about his training and daily duties, or... from third person view following Carana's return to town and

search for Antaran.

And then there are ideas for Phabetal 2 and... a continuation of Halfquake. But... Halfquake will have to rest for a year or two. I need a fresh mind for this.

That's basically it.

I'll continue with the CoF tracks now. Then TLS and the HQA Flash minigame.

Sounds okay!

I still want to make another solo album though. I'm having this feeling that I haven't written a song about me for quite a while now. It's time...

//Edit: I completely forgot about the new Farm design. I will have to update it soon. A few ideas are already lingering around in my head...

Personal Halfquake - July 14th 2010

Made that badges page! God damn, it's hot...

Personal Halfquake - July 16th 2010

Added ajax search to black market for CV items and usernames.

Hot.

...

Personal Halfquake - July 17th 2010

More stuff done. Profile update, yadda yadda yadda.

Woke up at around 8am today because I couldn't sleep due to the heat.

I went outside, to the post office, to spar, back home, then went out hunting for a ventilator. Nothing. Seemed like all stores were out of air conditioning devices of any kind (well, one store still had some for 300 bucks, heh).

On my way back home though, in a very small store, I found one for 15.

Ahhhh. Better.

Diary - July 19th 2010

Strange feeling in the train today. I felt like buying a coffee from the nice stewardess. Nescafe Latte Macchiato. Continued reading World Without End. Tried to note down ideas for Phabetal II and the new Farm Design. Actually, the subtitle for Phabetal II could be "The F-Bomb". And there are F's lying around everywhere. Could be fun.

Continued with the second Cry of Fear track at home in Schallerbach.

Getting somewhere...

Diary - July 19th 2010

More stuff done for the next track for Cry of Fear, now called "North of the Owl". And GODDAMNITIKEEPFINDINGERRORS*pantwheeze*.

fixes stuff

I'm quite tired, so I gotta keep this short.

Diary - July 20th 2010

Stomach hurts once again. I shouldn't eat green apples and drink red currant juice...

Met with Darrn after work, talked about ... everything again! And ate Chinese. My stomach was a bit better after that, but became worse again when we walked around for an hour after eating.

I'm really, really, really, really, really tired...

Rumpel said my song sounded too dry and he sent me my song back with a HUGE reverb. Yeah, I told him that it sounded like a big concert now and that my version sounds closer and a bit more,... personal.

He hasn't replied yet.

He also said he would like to have those chainsaw sounds that I offered him from my granny's chainsaw. I'm gonna ask my father for help with that. Maybe he owns one too. Hmm. Where have I gotten myself into again...

I'll make another song tomorrow I think. The one scene, walking through the woods, that's perfect for a piano piece, I think.

Believe. Hope. Blah.

Tired.

HQA Minigame - July 21st 2010

Okay, I'm officially calling this a project now. This is the game that I'm doing with Sangel, it's going to be a small HQA style 2D jump-and-run game. I've finally begun setting up the project and even implementing the first bits of the movement code from the other Sangel project "Moosy".

Initially, I was going to use Flixel, some kind of framework for platformer games, but ... I hate using templates. Gah. Gross.

I tried. Really. But it's all a mess. And in the end it just looks like any other game using that engine, only with a different skin.

Moosy already had all the features that I'd want, and even more. So yeah. That's the route I'm taking. If only to get myself familiar with AS3. I'm finally doing it.

After that minigame I want to do Phabetal II. Badly.

But first things first.

HQA Minigame - July 22nd 2010

Jumping works, and the player gets blocked at ceilings, floors and walls. Alrighty so far... I guess.

Still wondering if Flixel wouldn't have been better. Hm.

Maybe I'll take a look at Flixel again.

But at least I'm a bit more familiar with AS3 now.

Diary - July 27th 2010

I've met an old man with only one arm on Friday in the supermarket. First, he asked me to break some vegetables in half for him, which I did, and later he basically cornered me and then told me about the pain he felt in his missing arm whenever the weather was about to change. And that he lost his left arm

when he was 22. A grenade exploded next to him. He still can't hear anything on his right ear. He told me that his wife is at the beauty center, so he's buying food alone this time. He's been married for over 60 years. His first woman was ashamed of going out with him and kept asking if he had a prosthesis. He had told her that he felt it in his heart that she was embarrassed whenever they go out together and she should get a man with two strong arms.

He told me to be lucky I have all limbs. And asked me if I had a family too. And I said yes, and told him about the four weeks in which I couldn't move my hands and Auri had to support me all the time, and he touched my hand and was happy for me. He wished me all the best and good luck, and so did I.

...

I'm sitting around on my ass all day. Doing shit...

I just read an article, well, skimmed over it, that you should work on what you're thinking about whenever your brain is idle.

That means, I should continue Antaran's story, and make Phabetal II. These are the things on my mind. And Taskless Sheep, and and and...

Bahh. I'm tired.

My car's parked in the tenth district again, because it's free parking over there. I hope the car's okay. We'll drive to Lienz on Saturday or something. One week of vacation. Hm.

Auri's writing on a story currently.

I should too...

But...

I'm falling into that black hole again. The same black hole I fell into after ... well, after HQA I made PHQ and the HQA comics, so...

But in 2005 I remember that black hole.

Then again, I'm always creating something. I'm just tired, I guess.

Tired of this job. But - no other job allows me to sit at home all day. Right?

Diary - August 10th 2010

Hello!

Yes, it's time to finally talk to myself again.

Hello myself.

We were on vacation last week, Auri and I, spent that time in Lienz. Her mother was depressed the whole week because her "boyfriend" was such an ass and she broke up with him. For the tenth time or something. I don't know. It was just dragging us all down.

I spent most of my time playing Fallout 3 and ignoring the internet altogether. Fallout is really an amazing game, I was surprised how much liked it.

Auri and I discussed children again. I think in two or three years we'll get back to that. Who knows what's gonna happen then.

So yes, I've taken some time off from my projects and turned my head away from it. I felt like taking a break from everything online. It was a good decision. I feel a bit different now about everything. I stopped posting and wasting time on Kotaku, and I almost got rid of the tick of checking the farm site regularly (I wasn't even sure why, I just typed "farm" and then checked all sites again, like every ten minutes).

PHQ was also going on my nerves a bit - that's still the case. I need to distance myself from it a little bit longer.

I do have ideas for Phabetal 2 and Antaran's Journal though - and I might just implement them. For Phabetal 2 - I thought it would be awesome if I created the backgrounds in real life, using paper cut out from books, and stuff like that. I could even use real images of a book for the main character, and make little stop motion effects. That or I could at least trace a real book. Not sure yet. But I like the look of the background already.

Antaran's Journal - or should I call it Carana's Journal - or hey, why not Carana's Journey - hangs around my head all the time and I think I will start writing down a timeline and where I want to go with it.

Yesterday I bought a new soundcard. I've got my previous computer standing in Schallerbach now - I can finally record stuff again. The normal way. It's been way too long. The computer is a little loud though, I'm used to the silent hum of the notebook. Ah well. Maybe I can dim the sound a bit somehow.

I still kind of want to do another track for Cry of Fear, although Rumpel hasn't replied to the last email. I might as well try coming up with stuff for the new Taskless Sheep album, which is also kind of hard to begin. I also want to do a solo album. Something real personal again. Got an itch that needs scratching, y'know?

scratches crotch

Ahhh, better!

Uh, well, in any case...

(October 24th, 2012: I hope you're embarrassed about this, past self!)

Lots of ideas. Then there's Starcraft 2 now. Continued playing last night. I think... I'm finally addicted. I've finished Mass Effect 2 on Sunday, too. And Fallout 3 is close to being platinumed.

Ah - I love gaming. I still feel like a loser saying that.

What else...

I can finally record again. Just thought I'd write that again. But I'm very tired again today. Not sleeping much since I'm too stupid to go to bed earlier, as usual.

Remember the print of the XKCD comic I've ordered to try and get the attention of the creator for a PHQ interview? Yeah - that print is now hanging on the wall right next to me here in the office in Linz. I've grown to like it. It's also a constant reminder to stay grounded and not commit stupid shit.

That being said - there was a guy I could interview who did a flash game that looked very nice. Thomas Brush, and the game's called "Coma".

But why bother?

Taskless Sheep - August 11th 2010

And there it is - the beginning of the first track for the second TLS album!

I've recorded some bass, but I still have to cut it and make it into a nice long bassline. Will do that tomorrow. It's 11pm and... I'm just tired. I'm taking it slowly.

Actually, I had some ideas for lyrics today morning while brushing my teeth and I booted up my PC and wrote them down before driving to work. While driving to work I felt everything sweep over me as I heard Rihanna's song "Halo" on the CD Auri burnt for our Lienz trip. I felt her passion in her voice and I felt like ... I'm wasting time here and I should go out and open up to the people and... go on stage. And just sing and make music. I cried a little, I felt a bit... lost - not that I'm not somewhere already, I mean, I have done quite a few things that I can and should be proud of (all within reason), but you know, there's always this feeling that... I could do so much more. Not sit around and program all day. Hm.

As Darrn said - I should finally market my music.

But...

...

Selling out?

Hm.

And today I noticed again that I'm not well in my head. I'm neurotic. I mean, I knew that already, but... I noticed again how stupid I must seem to others. When Wolfgang sat in my chair in my room, I cringed inside. I had to disinfect it later. Not to mention all the hassle while eating outside with them today (I made salad and Wolfgang prepare sausage with cheese inside them - "Käsekrainer").

I've finished reading the 4-hour-work-week. I have a job that is quite ... liberating, compared to other jobs I could have had. I sit around all day and work a handful of hours and am basically free to do anything I want. Especially when I'm in Vienna. My only goal is that I could work 100% from there.

But then again - I usually get more done here in Schallerbach for my projects. Not this week though, I'm playing way too much Starcraft 2, and I'm wasting a lot of time on my way home and everything. I do take my time because I felt like not having that freedom for the past three years (even though it's probably not true so much - but I did put a lot of pressure on myself because of HQS).

Anyway.

I knew that I would feel a little empty and depressed after the release of HQS, I expected to be walking around aimlessly for a while, along with all the side effects this brings. The same basically happened in 2005.

(several minutes later)

Ah well... What can I say. I'll just try to make the best of everything, right? Soon, Auri and I will probably have at least two kids, and at least then I'll have to relocate and look for something else to do.

Or should I... start already?

Hm...

Music - August 13th 2010

I...

Oh my FUCKING god, what a day.

I'm tired.

My mother wakes me up with her insane stressful way. KNOCK KNOCK. ARE YOU AWAKE?

YES!

PHILIPP? ARE YOU AWAKE?

YES, YEEEEEEESSSSSSSS!

OH, YOU HEARD ME!

Then - that job. Next week I'll be working together with another dude on a project. Bah.

At least I have a functioning lamp on the ceiling now! And we can now look who's at the door through a camera system!

Then I wanted to slice up the bassline - only to realize that it's fucked up by some weird noise in the background, caused by the PC. Or the cable. Or whatever the fuck. I opened up the case and moved the soundcard one slot down, just to test it. I realized then, that I had pulled out the front USB connectors...

I hooked up my laptop and searched for some manuals on how to connect them correctly.

I did it - tried recording again, the same noise.

Maybe it's the damn cable. Shitty stuff ruins everything.

At least I HOPE it's the cable and not the new soundcard. Bah...

Still - I sent Pinkerator old samples from a song idea I had for my personal second solo album. Back in 2006. I didn't tell him that, but it doesn't matter anyway.

Bahhhhhh I'm so fucking tired of all this crap. Why isn't this shit working for a change? Bah.
BAHHHHHHHRGH!

At least I made a new photoshop contest entry for Kotaku. I did win the one before last one with a tetris spoof!

Yeah.

Who cares right?

...

Diary - August 19th 2010

Dear fucking diary.

You're not actually a diary about my sexual life. I know that. But you're a fucking diary! Stop denying it.

So - I've told Sangel that I quit the HQA flash project. And I've told Pinkerator that us two collaborating on music won't work unless he gives me his samples and lets me mix it all together. I feel a bit better now. The cry of fear track is still lingering in my head, but I know that if I don't make it, nothing's lost. So I can stop caring about it.

Phew.

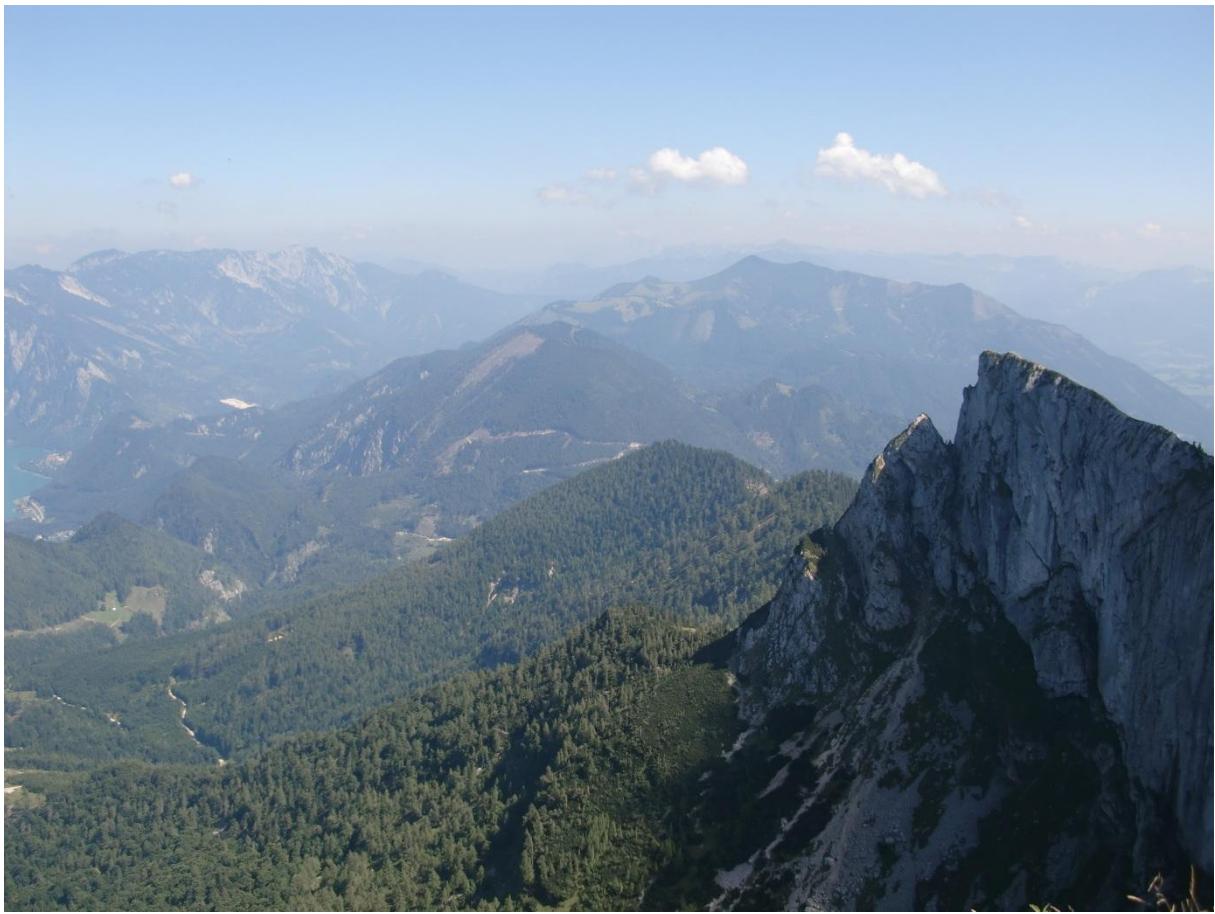
Now.

Some polish dude translated all of Antaran's Journal into Polish. How awesome is that?

Now I absolutely want to make a second book. I think I should just start. And don't look back. Heck, I've started so many things in my life, and it's still the toughest part about making something.

Diary - August 22nd 2010

Perhaps I should write a bit about today, since it's so far from the norm. Since it was granny's 70th birthday, we went up on a mountain again. The view was gorgeous, as was the food. It was hot, but standing up there, looking around, feeling atop of the world - it felt good to feel small compared to nature.



I ate way too much, which my belly will repay by growing larger again. Oh well...

Yesterday I took the train to Bad Schallerbach and noted down some ideas for Walter's Deal. Maybe I'll skip 3-4 years and simply continue writing. I had some ideas for new characters that could show the advancement/impact of the technology from another perspective. I also told myself that the whole book should never revolve around that invention, but rather around the character's lives being influenced by it.

Yes.

I got a slight headache, probably because I had to battle the sun's rays all day - I didn't get burned though because fortunately Auri reminded me to go to the pharmacy and buy sun lotion.

So yes - that is it from me today. Rock on!

I just parodied the dominic-deegan author's blog. HA!

...

I also had new ideas for a new farm site. Basically take photos of stuff and draw my lines over them and paste them around the screen - above my hands or something funny. And leave "The Farm" and make the site about me, completely.

Then again, it's somehow better to say "I'll post it on the farm" than "I'll post it on my site". Right?

A distant relative was in some local newspaper, "The Voice Wonder of Wels". Mum said he couldn't really sing, but he made it into the newspaper, he does have some impact, right? And even if it's a small impact - at least he left a mark on this world. That's definitely worth something.

Diary - August 24th 2010

I haaaaaaaaav aef fe wg un4ghr

I've added all Polish entries of Antaran's Journal into the database and made it work with the original homepage, implemented a [language switch](#).

YAY!

But seriously, this is pretty awesome.

And I [posted a new farm post](#) with new images from presents Steltie and Actine have been given. They're almost the same, for some reason. Boxes of sadism! YADADADADadadadadaaaaaaa...



Anyway.

It took me like two hours to make that news post and those entries. I'm done.

But... shouldn't I be writing something?

Hmm... Something...

Diary - August 27th 2010

Hello.

Indiecade dropped me a line, saying, thank you for your submission, uh, don't be sad if you won't get any feedback. Someone's trying to send you something, but... yeah, we don't think he'll do it.

In fact, we didn't even play your game. Half-Life is kinda old, y'know? Yeaaaaah. Alright. Oh - but thanks for those 30 bucks you dropped on our bank account. Much appreciated.

Bah.

I wasted another evening reading articles about ... ah who cares what they were about. Stuff. Stupid stuff.

I wanted to start writing another chapter for Walter's Deal. Start with the family. Etc.

I'm too tired now that it's half past midnight.

I...

And I spent hours on Kotaku today.

And it's completely and utterly useless. I don't get anything from that.

And I hate communicating with people and I realize that I'm not even myself when posting there. I'm trying to appeal to them so that I get as many replies as possible! Why do I do it?

Why...

God knows why. And he ain't tellin'.

Diary - September 02nd 2010

WELL, HELLO THERE!

...

Where to begin.

The week started wonderfully. But then, on Monday I got an email regarding the company's excursion. On Friday. I had completely forgotten about that. And - being who I am - I can't just cancel it for no ... real reason, since they booked a room and all. Y'know. For once I don't want to be that dude who has to get the special treatment all the time.

Anyway, Auri didn't react as bad as I thought she would, that was a relief. Of course it sucks and she would rather have me here, but yeah.

Now here's the problem. Or here are THE problems.

I needed a new pair of jeans since my belly grew out of the old ones and it's gonna be cold on the weekend. Okay. I did that yesterday evening. The jeans are just slightly too long. Blah. But at least I can go out now.

Next problem is that the water connection to our washing machine is leaking a bit. So a few hours ago I went to the OBI shop and bought some tools and a new ring to fix it. I hope it isn't leaking anymore. We'll see.

Now the water doesn't seem to run off that well anymore in the bathroom, so there's the next problem we will have to fix eventually.

And added to that - my right hand hurts again ever since last Thursday or so. It just never stops, right?

Lots of problems. And we even yelled at each other. But we're good again.

Money's gonna be tight this month as well, so I tried to get some money in with the PHQ shop by reducing all prices by 25 percent for the HQA birthday. Nobody's bought anything yet, though.

Oh well.

I better do some work now. Already behind again. Well, I always am...

And what about my personal projects? Still can't record in Bad Schallerbach because of that stupid background noise. And right now my hand hurts, so I can't really do anything anyway.

Ooh yes, the contest submissions are pretty much all amazing. Even two games have been sent in. Quite nice.

Okay then...

See you another time...

Diary - September 05th 2010

Back in town.

Last two days, starting Friday, I've been away with my company. It was quite nice, actually. The wine making family and the food, the vinegar making people and the other food, the chocolate company Zotter, and the hotel room, in which I actually sat down and wrote lyrics.

I did have to sleep in the dark though. And I was scared shitless. I didn't sleep much that night.

And I saw nature again. And got out, you know? It was good. Most people drank a lot (one even drank too much and I had to pour him coffee in the morning because he was unable to do so himself), but... you know, it was nice. To be outside. And with other people.

My black jeans are too large though. I think a few people noticed, but fortunately nobody said anything.

Now I'm back. I need more tea. Room's cold.

I just finished summarizing the PHQ contest and sending out emails and messages. I'll send away all the stuff on Tuesday, prepare them tomorrow.

I'll hopefully be able to go to Vienna sometime mid-week. I kinda missed out on Auri this weekend and we're both not very happy about it.

Today I went out eating with my mother and Wolfgang. I ate Fritattensuppe, Backhendlsalat and Eispaletschinke. Yum.

And I slept around eleven hours.

My hand is a bit better. And I'll try to keep it that way.

Now - more tea.

Diary - September 17th 2010

Diary time!

It's been a long week.

I stumbled upon the list of the The Time's 50 Most Important Websites Of 2010. Actually, it was linked in the company's intranet. What do I see there?

Cactus's [website](#)...

WHAT?! I just don't understand. I'm totally envious, and at the same time I find it simply amazing for him. But how did this happen? He's among super sites like newgrounds and konkregate! How the fuck did this happen? He's making a bunch of mini games and gets into the Time magazine?

I just don't understand. He's got an amazing style going, I admit that, but aren't there a thousand other people out there who do much better stuff?

Hm.

Anyway.

Our (old school snail mail) post inbox thingy got fixed today. Its door was unhinged. On Monday we had to feed White's cats early in the morning, and since I had to be home at 9 for work, we decided to just stay awake throughout the whole night, drive to White's apartment at 5:30am, feed the cats, and return home. That's what we did. The ride there was really strange, it was still dark, and it reminded me a lot of Cry of Fear. Even Auri said so!

On the way back home I had an idea for a little flash game, basically you don't know any context, you're only given visual and acoustic clues and you need to solve stuff. And I wanted to call the game 'O'.

O.

It is of course basically a flash version of HQA, but... a lot more people could play it, and I felt like doing it. Well, I still do. Sort of. But... yeah.

We got the Move controllers for the PS3 yesterday and it was kind of underwhelming, you know, I mean, it's basically doing the same crap the Wii was already doing since 2007, only it feels ... broken, unfinished. Maybe... I don't know, maybe I should give it another go.

Oh yes.

My ... projects!

Yeah. Of course, I'd want to work on something. I'm getting that itch again. SOMETHING MUST BE DONE! But... I'm not sure.

Just starting something seemed like a good idea for Antaran. But who knows where it might lead me this time? I thought about simply making a quick prototype for Phabetal 2, and keep refining it for some time.

But... I have the feeling that I already made this game. Because, you know, it's Phabetal 2! Yet, right now, I'm sure I could come up with a bunch of new twists and ideas to make it more interesting.

Another problem I have is that... I don't have flash in Schallerbach. And if I had, there'd be a different version to that one here in Vienna. And...

And I still can't record music stuff. Well, I can. With the Zoomy. But for that I would have to turn off the computer because it's too loud. Bah.

Maybe back to the laptop? But I don't want to...

Taskless Sheep seems to be fading at the moment, but I want to keep it alive... Somehow...

Hm.

Also, there's still the Farm design, I need a reboot of this page, I don't feel comfortable anymore...

We'll see, I guess.

Diary - September 21st 2010

Woah. I'm done. My hands hurt.

I just packed all 10 packages to be delivered to all participants of the PHQ contest.

Really. My hands are done.

Going to do something that doesn't require my hands.

Diary - October 01st 2010

Roadmaps. Trophies.

Sleeping. Standing up at 9, turning on computer, going back to bed, hoping nobody needs me.

Playing with Auri. Eating delicious food. Meeting her brother at his home with his girlfriend, and her colleagues at an Italian restaurant (eating superbly delicious strawberries with mascarpone reminds me of Summer - yes, it's cold now).

We've attended the Game City 2010 (well, yeah that's the current year), and it was fun. We hugged a Sackboy and made a photo of it. White and I sneaked into a restricted area and played Time Crisis with Move support, which won't even be released in Europe. Or at least, that's what Wiki says.

I wonder how long this phase will last.

It's not that I don't want to create.

I just don't know where to begin. Maybe I would know where to begin if I had only one choice. But there are multiple options.

None of them... scream at me.

Right now, I enjoy being a nobody.

Maybe even a bit of a loser.

...

Diary - October 12th 2010

HAHAHA!

Task just uploaded a new sample and it's AWESOME!

I'm getting that feeling again.

That feeling of ... purpose.

Auri and I have played Sports Champions the past few days and it's awesome. We both got a good workout.

Anyway. Nothing really interesting happening OH MY GOD THAT SAMPLE IS AWESOME! Inspiring. A tingling sense of ...

... purpose.

It's beautiful.

Phabetal 2 - October 18th 2010

Back in Schallerbach again...

Started work on the new Phabetal 2, The F-Bomb. AS3 seems to be a piece of crap, that or I'm just a noob.

Our neighbor from below remarked that there's always some knocking coming from us. Blahblahblah. Of course there's knocking when we're making Schnitzel! But yeah, the rest is probably caused by our cats, but we didn't tell her. Went down later to give her Auri's number in case our noise keeps her from sleeping again.

To make a day even worse it took us close to two hours to put the blinds up in the living room. Bah.

BAH!

There's other things on my mind right now, but I don't care to write about them. I'll just leave and sleep over it.

Music - October 19th 2010

I've finished the (probably) last song for Cry of Fear, it's called "Why Can't I Stay" and features only the recorded keyboard. And some background noise. Which was already there.

Then I went in and made a prototype out of the samples Pinkerator has sent me for our collab. I have to say, it sounds pretty awesome. Will have to do some more for it tomorrow to make it truly shine.

My right hand already hurts again.

Will this never stop...

Music - October 19th 2010

Finished the Pinkerator [collaboration](#) song thingamabob.

I actually get goosebumps in the end. I like it!

Now... off to doing nothing!

EXP Manager - October 20th 2010

BLAHAHAHAHAHAAAAAAA!!!!!!

I tried recording bass with Zoomy.

No luck.

No FUCKING LUCK! It just doesn't work.

So, what now?

Back to the roots. Make music by hitting a rock with a stick and hope someone's close enough to hear it.

Bah.

Personal Halfquake - October 21st 2010

While looking at the CV market place, I had a flash of inspiration and came up with two new quests. One that finally gives those Dusty Purple Tissues a purpose, and another one that gives Chosen Victims the ability to stay on the surface a little longer (eliminating an old idea I had for a special body armor). This might lead to more temporary effect potions... I think there's room for that. Maybe.

Still at work, so I should probably start doing some actual work for a change...

Diary - October 21st 2010

There. I've done it. I've sent interview requests to the creator of Minecraft and - once again - to the creator of XKCD.

I've reassessed my motivation behind those interviews, and while I still feel like these things bring in new visitors, I really want to write those interviews as a way to show appreciation for their work.

I've had my qualms about XKCD, but as you - who am I talking to? - may remember, I've received the signed comic from XKCD, which is now hanging in my office as a constant reminder of how foolishly I've behaved.

I want to redeem myself and grow up a little.

I'm ready.

But you know what? I won't get a response anyway.

Still, trying is good.

Diary - October 22nd 2010

I can rest now.

All the anger and envy - I can put all those feelings aside.

Gabriel Roa sent me pictures of him opening the package I've sent him (to Venezuela!). By the looks of his face (and the caps in the e-mail), I made his day. Even his mother (at least I think that's his mother in the back of one photo) seems to be grinning.

That should be enough good karma to get me a ticket to heaven.

Or, at least, inner peace.

For now.

I FUCKING TRIED PROMOTING MY GAME ON KOTAKU along... along Cry of Fear. Big mistake. Of course, somebody replies and says, "Hey, it's from the guys who made Afraid of Monsters blablabla". Yes, bro, okay.

I know it's more popular than Halfquake.

Spread open my wounds and pour salt into them. Or acid. Get it over with.

Why does it bother me? At least one song will probably make it into the game and I'll be in the credits. I should be happy, not envious. Rumpel is pouring his heart into his project and it fucking SHOWS. It's awesome. FUCKING AWESOME!

And HQS probably isn't.

Well.

What is it to me? To me, it feels finished, perfect. That's the way it should be. Not more not less. I shouldn't care. People have praised it enough. What more do I want?

The world, of course.

Nothing but the entire world.

Looking up to me, while I tower above them on the mountain I've built.

Yes. YEEEEEEEEEES!!!!

I'm sick, aren't I?

SICK.

And here's my current addiction. Or rather, it's a tick. It's a... it's a disease! I keep rotating between Kotaku, The Farm, PHQ and start all over again. At work I do this mostly all day and waste hour after hour.

I hate Kotaku.

Somebody should lock that fucking website.

Why do I care? WHY DO I CARE WHAT PEOPLE SAY TO ME ON KOTAKU? It is FUCKING unbelievable how much I care, when I've built a community here, right here, at PHQ, and those guys would rather see some new content every now and then.

Okay, I did make some music this week and updated PHQ and tried to record more music, but failed to do so because you can't record line-in stuff with ZoomH4 and blah.

And my right hand hurt today, so I had to be careful.

Okay.

I wanted to continue Walter's Deal, I have the images right in front of my eyes, I just need to retrace them with my fingers.

I also drew new ideas for the farm website. I think I'm on the right path. Maybe I should consult Auri about it. Yep, that's what I'm gonna do.

AND NOW!

LET'S CHECK KOTAKU, SHALL WE? YES, WE SHALL! OH HERE WE GO!

THERE, DONE! I'VE REPLIED TO SOMEONE ASKING ME ABOUT GAMES FOR PS3 MOVE AHAHAHAH FUCK
YEAAAAHH
ü84gbdvß9999jervguihguhbccccccccccccccccbmn

I hate myself sometimes...

Diary - October 27th 2010

Well, hello there.

I'm currently on a mission with the constant out-of-reach goal to reduce stress. Because I feel like my heart could explode anytime.

I had two days off this week. Monday, a normal vacation, Tuesday, a holiday. It was at least a tiny bit calming, and next Monday is also a holiday, so more time to catch a breath.

In theory.

On Monday, my mother wants me to join the Family when we have dinner and visit grandfather's grave. A noble cause for a fine man. I can respect that. And I'll be there. Probably. Even if it causes me stress.

On Friday, Wolfgang's ... relative (I think a niece) Jenny (or however her name's spelled) is celebrating her 30th birthday and invited both me and Auri. I had to decline, with much protest from my mother. She kept bugging me and bugging me, that a lot of people had already declined and it surely would be fun with me being there. Well - I'm not a party person. I'd die a thousand deaths simply because of general awkwardness.

Good. That was out of the way.

Now - today my mother called. My great-grandmother died yesterday. The last words she spoke to me was about our current generation and the use of so many cars with so few people sitting in most of them. And she gave me money. I remember that moment.

After her stroke, she was in an institution until her very last day. And I never visited her, for everybody told me that she wouldn't be able to recognize me or talk to me anyhow. We've made plans last week, my mother and I, to visit her soon. Well, we were too late.

Her Funeral is on Friday.

Again - stress. I'm blaming nobody, of course, not even you, great-grandmother (that would be extremely silly and untactful). I will either have to take the train back on Thursday night or Friday morning... The first sounds a little more reasonable, I suppose.

And then what? Back to Vienna? Maybe. But Auri and I are currently short on cash, so another 50 euro gone, basically, so I can get back to Vienna...

Stress.

I try to calm down, really. Happiness is a choice, after all. Surely, I can be more flexible, if I want. So, why can't I?

I'm torn between two worlds, still. And I can't leave either behind. And where would I go? If I stayed in Vienna all the time, I'd probably have to get a new job. Do I want a new job? My current job ... ah, I don't even want to talk about it.

The truth is, I'm a miserable employee, and in this current job I've gradually dug my own little hole to be miserable in, while still - somehow - being able to make a certain impression every now and then, whenever I stick my head out.

So, would I want a job where I had to start digging from scratch? I want to be left alone, and this job allows me to stay untouched most of the time.

What I really dislike about my whole situation is that I'm still basically living with my mother. I'm not really sure why I find that so hard to swallow. Probably because as I get older every day I grow less and less tolerant of other people in my living space. I've fully accepted Auri, we're a blossoming symbiosis of two people who enjoy hanging out at home with a good game or movie and awesome home-made cooking. When I'm in Schallerbach, I have to adjust. I have to feel grossed out whenever I used the bathroom because I think about Wolfgang using the same apparatus that I am using. I probably could live if my mother were alone there, but ... honestly, Wolfgang is not... how do I say this without sounding like a - ah who cares. He's not very clean, and a little bit of a pig. Whenever he drinks beer, he lets out a little belching sound, and the stink of swallowed and burped up beer fills his vicinity. If you're sitting at a table eating next to him, you should hold your breath for about twenty seconds to let the beer cloud disappear again.

I hate the washing machine. It's making my clothes feel weird. Either the machine or Schallerbach's water, I'm not sure. And I hate the dish washer, it's equally gross as every other machine/tool in the house that is also used by mom and Wolfgang.

And my mother's joking about me because I take a shower in the morning and after work.

I don't feel at home there. Yet, to record stuff I kind of need the room there because if I sing or play bass here in Vienna, surely the police will arrive sooner or later. Nobody cares about that in Schallerbach.

What am I supposed to do?

Diary - November 01st 2010

Back...

From the dead. Well, that's not really what I should be saying right now.

The server has been offline for the past three days or so. I had to re-install linux and all that crap, but I think everything's functioning again.

Friday was strange. I got up early, and reserved a seat for Nina in the train. She arrived shortly before the train departed. We talked a bit and then she had work to do.

In Wels, I called my mother and told her that my aunt Renate was there to pick Nina and me up, so she wouldn't have to wait anymore. We then walked into Resch&Frisch bakery and drank coffee. Renate kept talking about her interview, which was her "excuse" to leave the funeral early. Something about "Mordshunger" and several incidents about cannibalism.

Valerie then joined us, just as we had emptied our mugs, and we drove to the funeral (Valerie in her own car).

I met several people that I am more or less related to. It was weird. A lot of people I haven't seen in a long time, such as David, my old role model. I told him that "he looked good". So did his wife (or girlfriend), who is a bit black (and I say this because I found she looked quite good).

I went to the coffin and carefully spread holy water across it.

I hadn't visited grand-granny after her stroke and I thought that some people held a grudge against me, at least that's what I told myself whenever I shook hands with Rudi, Christa, and several others.

The ceremony began, a long classical piece, followed by talk and more talk. A political figure of a party Klara's been part of told stories about her life and that she had six children, when in fact she had 8, but two of them (my mother's mother and Walter, also recently deceased) weren't raised by her. And nobody even knows who the father of Walter was. Renate (daughter to my mother's mother) stood up and took Valerie with her, both storming out of the building. Some heads turned around and - apparently this was a huge deal (understandably so).

Then there was silence, followed by a live sung Ave Maria, which was quite breathtaking.

The coffin was slowly pushed out and I remember Rudi quickly jumping after it with a small wreath that he gave one of the persons moving the coffin.

Everyone followed the coffin, and came to a stand at the final resting place; the whole dug deep into the earth. When it was my turn, I once again carefully spilled holy water, dropped a rose and some earth and said goodbye in my mind. Such moments are always getting to me, but I was able to hold back tears as I walked away slowly.

Shortly thereafter Renate was ready to go. My mother wasn't very happy with that, but her mild protest ended eventually. She did have tears in her eyes and I wasn't sure if it was because of me leaving or - of course - her grandmother. Maybe both even.

Renate, Nina and I walked back to the car and drove to the train station.

Which was where I found out that Nina smokes. But not much, is what she assured me. And she reads a paper called "Falter".

On our way back to Vienna we talked a lot, mainly about our future and writing. There's another writing event running in November, the National Novel Writing Month. And I'm participating.

That was a day, wasn't it? Yes...

Hm.

I shall now try to write. 50,000 words in one month and I have a head start of 10,000. Let's see if I can do it.

Diary - November 02nd 2010

I was mentioned as a new team member for Cry of Fear in the latest CoF news!

And Halfquake Sunrise is linked.

Good thing the server is back up...

I'm nervous again. I had hoped that wouldn't happen that soon again.

I'm an ass to say this of course, I'm very happy. But I feel like my heart is bursting.

I may need to check the mix settings on one of the songs and maybe do another one that I had an idea for. We'll see. But now I definitely have the motivation. You know?

Motiv...ation...

...

But this is the writing month!

And it's midnight.

And I should probably go to bed. Tomorrow's gonna be a horrible day, I fear.

Ah. Always the difficult choices...

Walter's Deal - November 02nd 2010

600 words. Not bad for a comeback.

Reading World Without End certainly helps.

I'm in the mood for more, but I have to go to bed now... Really. 2am. Ugh.

Walter's Deal - November 02nd 2010

Heyhey. 2413 words. So, I guess I wrote 2200 today, or something.

Still behind schedule, according to the website.

Well, I have 10,000 words as backup, just in case.

NEHEHEHEHEHE!

Played Digitanks and sent Vino some feedback. He was happy!

Gonna send him some more if I have the time soon.

Talked to Nameless at work. Still having recording issues, just like me. His PC is half dead. At least, one of the two he could use. It's a general BLAH situation for all three of us taskless sheep.

Walter's Deal - November 03rd 2010

Added another 1,200 words to the pile.

Clearly, two chapters purely for transition, but I determined who and where Xave's and Walter's parents are or were. Each other's parents depicting different reasonings and causes for how they act.

I think that went pretty well.

Tomorrow, I'll introduce the mechanic and maybe a woman, Walter's soon-to-be greatest fan, to provide a view from the "masses".

I don't know how I was even able to write something today, I'm extremely tired and will retire for the day!

Won't be able to write much tomorrow, I'll visit my father's mother and eat Schnitzel again.

Added a farm news entry today, telling about my Cry of Fear membership, my collaboration with Pinkerator, our technical issues in making the next TLS album, my ongoing writing marathon, and I mentioned Vino's Digitanks.

And hinted at future change. What nobody knows (probably) is, I meant the farm layout. The overall site needs to change. And I'm very close with my ideas.

Diary - November 05th 2010

Really tired, keeping this short.

Granny made lots of Schnitzel and cake, and I'm about to explode any second. Very delicious, even though my father used his bare hands to touch the salad at first (unwashed hands...).

I even drank coffee, like my grandfather used to drink it. We talked about him shortly, my dad said that sometimes his father is suddenly standing next to him. He says he isn't afraid, he welcomes him instead. Grandma of course said the same, sometimes she sees him sitting outside, sleeping next to the cat.

I saw a photography of my granny's grand-grandmother (!), who was born sometime around 1890 and had 24 (yes, twenty-four) children. And I saw my granny's parents and other ancestors. I always look them hard in their faces and try to see a resemblance to myself. It's really strange. I'm alive because of them. Isn't that strange?

I suppose it is.

Walter's Deal - November 06th 2010

700 words!

Walter's Deal - November 07th 2010

6800 words in total.

Walter's Deal - November 08th 2010

2,400 words added to the pile.

Walter's Deal - November 09th 2010

Not as productive as yesterday, but at least 600 words and ideas for the next three chapters.

Walter's Deal - November 10th 2010

Another 2k words added.

The server experienced a Black Screen of Death.
Not good.

Walter's Deal - November 11th 2010

793 words...

Walter's Deal - November 12th 2010

Another 800 words...

... yes, added to the pile!

_-

Walter's Deal - November 13th 2010

2600.

Words.

Y'know?

Walter's Deal - November 14th 2010

1080 words, yo.

Watched Red Cliff today, awesome sauce.

Walter's Deal - November 15th 2010

600 words or something.

Back in Schallerbach.

Finished reading World Without End. I'm at a loss of words, the ending was beautiful.

I have a lot to learn for my, uhm, novel. My second one. I suppose.

I'm a bit anxious. I had like 24 hours (in total, not one day) to research how to improve the user interface of our new content management system. I used, like, 5. Or 6. I drew down some ideas I had in the train today, I hope nobody's gonna ask me anything tomorrow. I'll try to come up with more suggestions and include sites that I have looked at.

I'm currently swamped in things I want to do.

Taskless Sheep is shaping up, slowly. Task has uploaded a few beginnings, while Less and I are fighting with technology and losing so far. I've found something that I might buy for 200 euro that could help me out. But I'm not sure yet.

The collaboration album with Pinkerator. This should be easier, I can be a lot more experimental with this one. We'll make 8 or 9 tracks and he says we can even publish it somehow. We'll see. For me personally, it should open up my horizon a bit.

Making music for CoF. I have one more idea for another track and I will have to remaster the other three, so they sound a bit better. Should be two days of work, maybe.

Walter's Deal, my current primary goal. The November novel thing. I'm doing good so far, and I'm slowly approaching the point where I have the most ideas, so lots of material still waiting to be written. Wondering how it will all connect though. Characters do have different ideas from time to time.

Phabeta 2 - The F Bomb. Yeah, I still want to do this, with the cut out book pages style I had in mind. But I also keep wondering if I really should make a sequel and not simply start something from scratch. On the other hand, maybe I should stop worrying about re-using art from the first and just go with it and write a fun little game around it.

Hey, that's a pretty good idea! I should talk more often to myself.

More than usually. I guess.

Anything else?

Nope. Halfquake Sunrise is done, remember? Ah yes, I remember.

That ending. I like it.

Walter's Deal - November 16th 2010

2,600 words.

Wrote a farm news entry about the ModDB Mod of the Year 2010 awards.

Will probably make a new HQS trailer with piano music.

Stop.

Diary - November 18th 2010

Stress stress stress stress stress and more fucking stress.

I took the train to Vienna on Monday night because Auri had a fever and I wanted to take care of her.

She's better now but won't go to work until next week's Monday.

The Mod of the Year awards are currently being voted on; Halfquake Sunrise is in the [main video](#) (though without name). Seeing my game in such a highly official competition video really gets to me.

Writing writing writing. Walter's Deal is growing. And I'm more or less on track with what I envisioned.

More other stuff... Cry of Fear, Pinkerator, Taskless Sheep. Music!

And of course - work. Workworkworkworkworkwork. WORK.

I have design changes to make for the CMS and ... I really have to find a calm minute for it. Which is now. Apparently. Cats are asleep, Auris asleep, no e-mails to work on... Sweet.

YES. THE DANGER MUST BE GROWING.

Boom - headshot.

Walter's Deal - November 20th 2010

3,600 words.

Walter's Deal - November 22nd 2010

2900 words or something.

WOOT.

And Rick didn't lose an arm.

Yet.

Music - November 23rd 2010

I don't know if the last entry was in Music or General, but heck, I recorded new stuff for the next Cry of Fear track.

I've given up hope for now on ever being able to record directly into computers.

Really.

It doesn't work with the soundcard in Vienna, probably too old for the new PC.

It doesn't work with the computer in Schallerbach, it's making a weird noise and applies it to every fucking recording (even over USB signals).

It doesn't work with USB interfaces through the laptop.

See?

It doesn't work.

Can't type anymore, hands cramping up.

Diary - November 24th 2010

Okay, so my right hand hurts a little.

I talked to rumpel, he said he'll begin making the credits for CoF in two months or so.

Plenty of time. Check.

I promised Pinkerator I'll do stuff today. I'll have to wait. No pressure anyway.

Taskless Sheep - I can't record bass. I fucking hate it. Has to wait.

Walter's Deal - yeah, I'm 8k words behind. EIGHT FUCKING THOUSAND. I could write another 3,000 words today, in theory. Stupid hand.

Halfquake Sunrise Trailer - I got an awesome idea for a little trailer. Involves a lot of videos of dying scenes from the game. 66 or something. 100? Dunno. The Mod of the Year voting for top 100 ends in like five days. Blergh. Would it help at all?

Would it? Not sure. Probably not. Already too late anyway. The news entry with HQS has been published two days ago. Too late, I say.

I still have 170 members on the watch list of ModDB though, they'd all see it. Worth it? IS IT WORTH MY RIGHT HAND?

NO!

I'll be damn sour if HQS won't even make it into the Top 100, but whatever. Some people liked it already, what more do I want?

THE WORLD! Of course. Who am I kidding.

And last but not least, uhm. There was something else I needed to do. Hm.

Well.

If I don't remember, it's probably not important! HA!

I'll just try to record a few scenes real quick and make a test run. Or something.

General - November 24th 2010

I recorded the training room of HQS and uploaded it.

Maybe I'll make the trailer another time. Still have 5 days left. Bleh.

Then I got something way more important done - Auri's birthday drawing!

Now it's midnight and I haven't written anything... Oh well.

Hand hurts anyways.

Walter's Deal - November 26th 2010

Wrote 2106 words today, and added the rest of the stuff I've written before NanowrimowaofnawegnWEMFOWEMF - and it adds up to a total of 42000. I'm only like 600 words behind as of today.

Still 8000 to go.

But I have five days. Not too shabby.

And you know what? I'm not even where I want to be with the story...

Played and actually bought Minecraft.

I see it now. That appeal. Damn.

So simple. Yet so vast. The music's good too.

God damn it, I'm jealous. That guys has sold 600,000 copies! OF HIS BETA GAME! He's made 10 bucks per sale, that's 6 million US DOLLARS!

I mean... Wow. And the press is all over him, his game's even competing with big budget titles of 2010!

It's the tale of dreams, my friends.

Me? Oh, I uploaded the video I recorded yesterday of the trainings room of HQS to YouTube and posted a link to it on Kotaku. 61 views, four positive comments.

Almost 600,000!

The meeting was weird today. Had to tell them about two projects (the documentation I'd written for it), and then we talked about my time, that I only use like 8 hours per week for actual programming. Boss asked me what I do all the time, and I said, "Twirling my thumbs, of course!" HAHAHHA!

So close to the truth, it hurts.

But anyway, he wants me to attend the meeting on December 13th, where all four bosses discuss things together. And I'll have to show them the new interface I'm making for the CMS. People seem to be really excited about that shit. Showed it to three, they all liked it so far.

Auri likes it too, nullifies all other opinions.

I'm definitely in a good position right now... Anyway, 13th December would be a Vienna week, so I asked if I could stay in Vienna the next two weeks so I could return for that week then. He doesn't care, the boss says. Well, good!

Yep. Two weeks Vienna. Starting tomorrow.

MWAHAHAHHAHAAHAAHAAHAAAAAAA!

My hands hurt.

Good night.

Walter's Deal - November 30th 2010

AAAAAAAAAAAAAand it's over.

Well, the story's not over yet, but I've got... *waits for site to load* ... 50,189 words and I'm now a "winner".

Whatever that means.

The story really kicks off now, I'm about to make a ten years jump. Should be interesting.

Now, there's other stuff to do. Like, actual work. Blah. People are waiting for my new interface design and it's driving me crazy. Bleaaaaaaaaargh.

Anyway. Off to work...

It feels strange having 50,000 words and I still have a lot to tell. What's strange about it is that... it didn't feel that grand. I guess once you tackle a few beasts, it grows a bit on you. Sounds arrogant, and I probably am. WHOEVER CARES!

What...

Anyway.

In five hours I'll know if HQS will have made it into the ModDB top 100. If so, I'll have to scan in all of my notes because I've promised it on the farm news.

I would've done it anyway sooner or rather later, but that would give me a new incentive.

Incentive... NaNoWriMo was a huge incentive, I'm glad it brought back the spirit again for a bit, the same that made me do HQS. I need that now for the Cry of Fear songs that I still have left to do. My god.

So much to do...

Diary - December 13th 2010

Two weeks. Passed.

Now...

Walter's Deal is not finished, but I did finish the NaNoWriMo thing and had a total of 50,000 accumulated on November 30th. I actually cheated because I already had 10,000 written before the event. So, I basically lost. But who cares.

Now the actual story begins, which is a bit frightening. But I got a good idea where to go next. Which I've written down in the train today.

Auri's birthday went quite well - she actually enjoyed it, unlike past birthdays of her. I'm happy for her.

The last week was very stressful. The new interface I designed for the content management system got released last Monday, err Tuesday... I worked until 4 am on Monday to finish it. No real complaints came back, so ... I guess it got accepted.

Now - tomorrow is the big reveal to the four bosses of mine. At 11 am I have to show it to them in the conference room on the beamer. And at 12 am I have to show it to my fellow webprogrammers.

I'm sure that at 13 am all the other people in webdesign will join as well... but I hope not.

I actually started making the Cry of Fear credits song in the last few days. I've finally gotten over not being able to create something while sitting next to Auri. It was a silly reason not do to anything, and I'm over it. I still can't take all too long, but one or two hours every other day is fine with her.

I have PsychoPax for tonight because I'm sure I won't be able to sleep. I've never taken anything like that, so I hope it won't cause me to oversleep.

Oh well. Here goes nothing.

General - December 14th 2010

Finished "[One Way or Another](#)" for the Cry of Fear credits (if it's actually used in the credits, but rumpel liked it a lot and he said they'll try to fit the credits to the song).

Which is, suffice to say, really, really awesome.

I still want to do another song, I don't know if they even need another one, probably not. But it's already recorded, it just needs to be chopped up and thrown together.

So yes, the four bosses liked my new interface design. And most, if not all other people like it as well. I'm relieved!

The meeting was short (30 mins) and strange, but three of the four bosses were definitely on my side, the fourth is on my side too, he was just trying to figure out how this works for his clients. Which is good, of course.

...

And since when do I give so much crap about the company? I guess it's all the good will in me. And doing what I like? Do I enjoy this? Maybe... I enjoy tinkering with interfaces and trying to predict what users do. I guess that's my thing.

As an entertainer.

Which... I am! I guess.

Not an artist. Feh.

An entertainer.

BOOM BABY!

My mother's bought herself a 27" iMac. Holy bazookas! The first computer my mother ever owned and it's 3" larger than my biggest screen!

It's a really good lookin thing too. Might try recording on it.

Next year.

FOR THIS YEAR IS ALMOST OVER!!!!

Tomorrow: Visiting Dad.

Thursday: Visiting Granny (with Dad).

Friday: Driving to Vienna with the car.

Bam. 2010 - say goodbye.

Nothing else to report, I guess.

This entry's dead. Let's stop beating it.

Diary - December 16th 2010

Quick update...

After work, I sat down in my car and being as lazy as I am, I opened the right - frozen - window to get rid of the snow. (Instead of getting out of the car and removing the snow/ice myself.)

Bam. The window blocked and fell INTO the door.

Called mom, asked the car repair workshop next door, then called my father and he called Gerald, uncle Sepp's sister's husband (or boyfriend?). Anyway, drove to Media Markt with open window, went to the utterly disgusting toilet there because I had to go, father came with Alex, we glued plastic bags to the windows (Media Markt plastic bags, ironically) and drove to the workshop. Gerald fixed it while we ate Japanese crap.

Whew.

Then I visited them. Dad called Petra "Ugly one" (Schiache) twice, in jest, or something... Alex apparently has a love interest. He got a physical letter from her. And they send each other SMS and such. Yaddayadda.

Bed.

Now.

Diary - December 17th 2010

Finished the package for the Doctor dude who ordered Awesome Meadow Mayhem and the HQS t-shirt (which doesn't look so good, but... oh well).

Visited granny. Claudia (and her two kids), Harald, Sabine, Tanja (and her kid) and my father were there as well and it was kind of nice seeing them all again. Claudia told me they all have a PSP, her two kids were playing their PSPs even. The one kid sitting to my left played LEGO Star Wars. Looked way better than those DS games. Sigh.

It was cold. Claudia's car wouldn't start so they all helped her and my father connected his car's battery to Claudia's.

We ate lots of good food.

And talked a lot. No real insight into the past this time, but it was still fun.

Got lots of food and approximately 50 or 60 euros from dad and my granny in total.

Work was okay today, done with The Very Important Client (for now, next project is already in the pipeline) and still getting good feedback for my new interface.

Whew.

And continued learning Hiragana. Almost through with all of them.

And now - bed time!

Diary - December 26th 2010

Sitting in Lienz.

We're tired from the exercise on Kinect. Your Shape and Dance Central.

Food's good, as usual.

Cry of Fear didn't win Upcoming Mod of the Year.

Alan Wake is scary.

Continued making the Tierschutz thingy website for six hours. Almost panicked. Auri helped me get through Joomla. Again.

Diary - January 01st 2011

It's 2011!

I've talked to Auri again today and she wants to finish her story and make a game out of it later on. I told her that she can always make a rough draft of the drawings and work with those - and I took my own advice and I'll make more prototypes this year, especially for Phabetal 2. And I began by making a [little game](#) right into the farm news (you shoot at 2011 with 2010's bullets).

Currently we're watching old home videos, to sort through them and record them later in a digital way.

I'll definitely try to make at least one flash game in 2011. I've worked a lot on the animal protection website in the last few days and I realized that I can do so much by just doing it. Especially the farm needs a general overhaul.

Oh well.

And there's still my novel. I've been thinking a lot about it and I'm currently at a point where... I need to make it more fun for myself again. I've written myself into shackles that I need to get rid of again. Maybe a 30 years jump would do the trick.

Anyway... I just wanted to write a little to hear "myself" again.

Alan Wake was pretty good on Auri's mom's Xbox360.

Gotta go to the toilet now... o.o

(October 26th, 2012: o_o)

General - January 11th 2011

I've continued working on the last Cry of Fear track. I already cut up the recordings back in 2010 and today I actually assembled the first version. Lots of kinks to iron out tomorrow.

That is, if I'm not too tired.

Lienz was actually quite relaxing this time. There were a few hiccups here and there, but overall I have to say... it was a good two weeks. I miss it.

I have not missed work. I returned to my office today and... well, I got to say, I didn't sleep a lot. And I probably should go now. Lack of sleep always renders my view of things in a pessimistic matter.

Suffice to say...

2011 is here. And I intend to make lots of music and at least one flash game. And maybe continue with my book. There's got to be a way out of the current situation...

Anyway.

Good night.

Diary - January 13th 2011

I met with an old friend of mine from school. He and two other guys have founded a company and they're working on an online browser RTS game, which heavily uses Facebook for status updates and such.

The apartment is basically their office. And it's quite comfy.

We sat on two sofas opposite to each other and we watched the [Halfquake Sunrise in a Nutshell](#) video, and the one guy played PhabetaL and Turnament, all on the beamer. Later, pants and I were alone, and I recommended movies, books and a few gaming related articles to him.

At one point I suggested an idea to them, that if you're attacking someone in the game, you can call for help from friends, they can click on a link and automatically join and get a user to help you out. They really really liked that idea. To the point where they looked almost flabbergasted and pants wrote it down.

Pants told me later that he once had to hold a conference with Valve guys, including Gabe Newell. Back when he was with the A.I. company.

I told him he can always send me a message for betatesting or brainstorming sessions. I guess I'll go there again sooner than I thought.

It's just a weak spot of mine, I suppose.

Making games...

Music - January 19th 2011

Finished the last track for the Cry of Fear soundtrack, and it's called "[Chainsaw Reaction](#)"!

I'm done with the soundtrack now.

Finally.

Now - onto other things!

Auri made a delicious mamor kuchen yesterday (for the first time). And I'm currently cooking a gulasch.

So... Hungry...

Don't know if I'm gonna buy a 3DS. Seems very expensive. No real hooker games at launch.

(October 26th, 2012: HOOKER GAMES?! I probably meant games that hook me... Otherwise I've lost all hope for my past self.)

Walter's Deal - January 24th 2011

Went through my handwritten notes for Walter's Deal again on the way to Schallerbach. I'm getting a very good feeling again for the story, so I'm not stuck anymore. Things will go smoothly for quite a few pages from here on out.

Disclaimer: I don't really think in pages, but that word just sort of fit right there.

Ahh, yeah.

It's 3:20 am.

I should be in bed.

Still searching for my muse. The idea that could make me rich. Or at least a heap of money. My last muse was steamgiveaway.com, which would send out a free Steam game to random people once every month. And live off ads revenue. But... it just wouldn't work with ads. Gotta find a way without ads, they aren't reliable enough.

Of course, if people had to pay a dollar or two to enter, that would be a lot better. But would I do it? I'd probably just spend my two dollars on a good game at the next Steam sales. Bleh.

Back to my regular program of random art.

Which, you know, I don't really like calling art.

I just create things.

Things others may enjoy if they will.

Walter's Deal is getting real big, I'm kind of anxious to see how it's gonna end.

PSP2 is going to be revealed on Thursday. I'm way more excited for that than for the 3DS.

Oh well.

Bed time!

Taskless Sheep - January 24th 2011

AAAAAAaaaaaaand I've finally begun my work on the second album. Fuck yes.

I made a synthie line for the "clappa snake" track, gonna finish it tomorrow.

In the company, a colleague stormed into my room and said, "so you're writing a new book?" I was like, yeah, how do you know? His brother had told him. (The game making old friend who I visited.)

Yeah, and another guy, the one who has translated Antaran was asking about it too.

I'll have to finish this. Thank Gothazod I have an actual idea on how to continue. :3

Goddamn PC hangs every few seconds. Blah.

Probably gonna use my laptop again. And buy a new PC or something. I don't know yet.

I changed my twitter account to "muddasheep" and added "muddasheep" as a username to my facebook account. I'm thinking, if I just use it as an RSS extension and a substitute for a mailing/newsletter list, it won't hurt me. Let's see how things develop.

Having visions of the new farm site. Something's coming.

(October 26th, 2012: I'm *STILL* working on it...)

General - January 26th 2011

Without any further ado, I just ordered a new server. It only costs 10 euro more each month and is like four times as fast.

I could've gotten a cheaper one, for the same monthly price as I pay now, but I figured, what the heck.

Thing is, a colleague of mine has a better server for the same costs, only for his server I'd have to pay 150€ as a setup fee. And I don't feel like shelling out that much "in advance".

Anyway. We're on a new server here, and I believe it's faster.

I also wrote two twitter messages during the absence of the site. It felt weird. I mean, nobody's following me yet, except Khimitsu, and I doubt anyone read it (even though I had redirected the farm and PHQ subdomains to it).

But anyway.

I'll try to build up a few followers/friends in twitter/facebook. It's a newsletter alternative, one where you don't have the hassle of sending out those emails.

So yeah.

I also sat down - after my mother cooked interesting and good dinner according to Jamie Oliver - and fixed a few things on her new iMac. Like, you know, enabling right-click on the mouse. Facepalm.

Anyway.

Gonna do some work.

Or something.

Taskless Sheep - January 26th 2011

Continued working on the synth for clappersnake! 😊😊 d.dd.rgi mrth0i n456890z35gt89jmn v

FU.....cking clip noises. I just can't get rid of them

I need sleep.

Better go, before I break something.

Taskless Sheep - January 27th 2011

Fixed the clip noises from yesterday and uploaded it. Uh, at least Task didn't say anything bad. Only that he doesn't like the sound of his bass now anymore.

IAD - January 27th 2011

Steltie fixed the server again, and it's back online.

I've also upgraded our forum and added a nice image of a real dragon!

There's a lot to do here, but once the dialogue system works, I think everything else is simply content

stuff.

Was an awesome day today. Sleeping really helps.

PSP2 got announced and the FFvs13 trailer got shown. I'm excited.

Didn't do much for Keratordash, though, which was actually on my list today. Oh well. There's always next week.

Phabetel 2 - February 04th 2011

I felt like continuing this today, so I made it so that the map is generated automatically, and updated the aesthetic side of the player book and the tiles a bit.

Movement is up next!

//Edit: Added another two hours. You can move around now and it's even possible to set it to numbers.

Music - February 06th 2011

Worked on the song "Authuman" (Autumn + Human) for our band Keratordash. Sounds spooky!

Phabetel 2 - February 06th 2011

Made notes for Phabetel 2 in the train back to Schallerbach (actually I drew the splash screen with the explosion in the back and the title in awesome font and stuff).

Diary - February 08th 2011

Dear die eerie!

Didn't do anything today. I'm tired. As usual.

Kotaku switched to a new layout today. MASSIVESHITSTORM. Woah. And I thought people were mad because of the farm changes back then when I centered it.

Oh well.

Getting more and more ideas for the new farm layout. Taking notes from the Kotaku change.

Change, but don't change.

Right?

Improve is probably the correct word. Yeah.

So yeah, had an idea to draw a background with watercolors, invert it so it's red and acts as the typical "Farm Red", then draw stuff in front of it, random stuff that I love to draw so much.

The watercolors could even be turned upwards, so that the colors run down to create a bleeding effect. Think it could be cool. I might try that.

Not tomorrow though! For tomorrow's evening is plastered by a meeting with the company. There's mexican food involved. Apparently, our new CMS is reason to party. So, we do that.

Constantly fixing minor things in that interface. Can't say I hate it, but I'm leaving kind of a mess in the code. I'll probably get in trouble for that, once someone's gonna take a look at it.

(October 26th, 2012: Yup.)

Anyway.

Bed time! YEAAAAAAAAAAH!

General - February 09th 2011

I wrote the story "[Trust or Bust](#)", the idea for which I had recently while walking home after taking the train.

I think I'll release it on April Fool's day, traditionally.

Diary - February 28th 2011

Dear beloved diary!

What a day already! Yesterday, on Sunday, my mother called, I didn't hear it, so I called back. She told me that we're out of oil. Water's cold, house is freezing. Alright, so I talked to Auri later, and I decided that I'll drive to work in the early morning. Alright! That's what I did. I stood up at 6 a.m., took the train to Linz and a taxi to the company (cost me 11 euro, not that bad).

Thing is, we'll probably not have any oil today either. Oh well.

I'm in a good mood. For a good reason.

ANYWAY.

KidRadd.com is down. I've talked to three people about it already and fixed my KidRadd reader up a bit. I'll try to contact Dan through snail mail. Here's hoping he's still among the living!

What else is new?

I'm on Facebook and Twitter now. For the sole purpose of spreading news of my projects faster and to more people. It seems to work so far, and I'm not out of my comfort zone either.

So, the last two weeks I was in Vienna. The first week I had this nasty virus gnawing away at me. I had fever and a slimy lung. Second week, I still felt weak so I stayed in Vienna, but started to work again.

I managed to convert a Flash video player from Actionscript 2 to Actionscript 3 for the company. I'm getting more comfortable with AS3 now, which will help me while working on Phabetal 2.

I keep having doubts about it, but in the end, I convince myself that I should just continue. Constant doubts will only get you so far.

My aunt Renate agreed on the website deal, so I'll probably get another 500 bucks soon. I really have quite a bit of money on the side right now (around 400 euro), which is good, because I feel like things are going to start getting worse again, like, the washing machine or the dishwasher falling apart soon.

Cry of Fear is almost done, and I hope Rumpel didn't forget about the beta test thingie. I'll try to talk to him on Messenger.

I've had two people buy me games on Steam, ever since I've made my profile public (along with the Facebook and Twitter reveal)! Amnesia - which is very scary and awesome - as well as Who's That Flying (haven't played that yet). But, suffice to say, I'm amazed at people buying me games. It's simply awesome!

So yes, I haven't done a lot for my projects in the past two weeks. The first week I don't even remember, because I was so dizzy all the time. Oh great, my hand hurts again. Bah.

Gonna stop writing now before it gets worse, I suppose.

Diary - March 02nd 2011

This is one of those weeks where I get absolutely nothing done. Probably because...

a) I'm doing lots of programming at work for the interface, which, quite frankly, is actually quite fun. I love interface design, trying to imagine myself into the user experience and trying to make the best of it, figuring out the best performance / eye stress / usability ratio... Yes, I'm having problems calling work fun. My mind's still set to "work is not fun". I probably fear that it shouldn't be fun, or else my creativity

would run dry. You know. Because - only in bad times the best ideas come out of my head. Or something like that... But anyway. Tinkering around with the interface, talking to people about their working experience and then figuring out solutions - it's something I like to do. I like to help people. If something saves them one click, I'll do it.

b) I haven't actually done much the past two weeks. It's a long time to be absent from one's projects. So, here's a diary entry to once again recollect my mind.

Open projects are as follows:

KERATORDASH! The music collaboration with Pinkerator. He sends me these insane samples, they are very loose, with no real melody. It's almost as if music is more of a... more of an experience for him. It's not about melodies, it's about experimenting with sounds. What sounds fun, what doesn't. He doesn't really ... mind, if something sounds odd. And I have a bit of a problem with that. But, so far, the two tracks that have resulted are actually pretty good. Pinkerator said he wanted a longer version of Authuman, so that's my next step. He sent me new guitar samples, but... They're not guitar samples, they're guitar sounds. But, as usual, I'm confident that in the end I'll be able to form something out of it.

Taskless Sheep, the second album. Task is busy adding new beginnings. At the moment he's mostly the only contributor. I'm stuck in Wonderland with my hands hurting every now and then (ironically, while typing right now, it's not so bad), and recording is still a bit of a hassle. When listening to Task's optimistic beginnings, a few ideas are already forming in my mind, but... There's an incentive missing to actually get them out there. Probably really because of the technical barrier. Although I did record an idea in the car today with my mobile again. By the sound of it, it could be a TLS track. But anyway... There are problems and they're hindering my progress... And I'm really tired. That's not good either.

Walter's Deal. I've figured out where to go next. Just need to sit down and write it out. Will probably do so next week, when Auri and I are having another writing session.

Phabetal 2. Movement is done for starters, I've drawn the title image while on the train, just need to continue next with... I don't know, map objects, map transition, enemies, combat system. Yeah. And fight my inner self who says nobody's interested in it. But I like it. Yes, it's an old idea of mine, but my plan is to build on it and make a few interesting additions. And polish it. Meh...

I'm a Dragon. It doesn't work in IE. It's ... nevermind for now.

The new Farm website. Lots of ideas. Nothing concrete. My mind is constantly coming up with images, turning them around and placing them in a website pattern. Haven't found anything that struck me as awesome.

So - if I could just continue writing next week, at least, that would be nice. Or, maybe record something on the keyboard. I dunno. Something.

Just read a quote before that basically said, "Stop sucking or get the fuck out of my way."

Oh well.

I better get out of the way then!!!!111111111111

Shit.

Gotta sleep. Good night.

Diary - March 11th 2011

Because my right leg kept hurting, I went to the doctor today (Auri's uncle) and he gave me a shot in the right leg. It hurt like hell. Auri held my hand. Damn. I sure died ten times that moment.

And today - earthquake and tsunami in Japan. Watching footage of citizens. It's terrifying.

Walter's Deal - March 13th 2011

Another 2000 words added to the pile.

Diary - March 15th 2011

So, after I again couldn't sleep from Sunday to Monday morning, I stood up at 6 a.m., took the train to Linz, the taxi to the office and after work my dad and Alex picked me up and we drove to their house and I watched Alex play Call of Duty Black Ops for an hour or two, then we ate a little and dad drove me home.

My leg hurts a little. Gonna stay home tomorrow and work here. Already set everything up.

Wrote about my 40€ donation on twitter, Toyoch, my Japanese friend, replied: Thank you! Auri said I should return "ganbateneeee" in return.

Japan really drags me down. I can't explain it. Maybe it's because it's only a small island and they have nowhere to go. Maybe... because of the earthquake, the volcano, the tsunami, the water and food shortage, power outage, the nuclear power plant malfunctions...

Maybe... it's just because it is freaking terrifying.

I donated another 20\$ through Gaia items. A little white plus with a white halo behind it.

It's a fucking tragedy.

And - I think it's a start of something. This feels bigger. I may just be tired and seeing things as gloomy as I like things to be, but... this really feels depressing. Like... Like Japan's not gonna exist a lot longer...

Earthquakes still inbound...

More tsunamis?

...

The earth being sent off its path by a few inch?
Japan moving two meters?

Something's not right.

We're not welcome here any longer.

(October 26th, 2012: *I like to bathe in gloom and doom!*)

Taskless Sheep - March 16th 2011

There it is! The new version of Dark Light! I added noise (drums) and rearranged stuff a bit and yeah. Sounds good so far and I'm sure nobody will like it! YAY! *_*

Actually drove to work today despite my leg still behaving weird. But it was alright. Doesn't hurt as much as it used to. Just a little sting every now and then. Oh well. It will heal, I hope.

Maybe I'll do more music tomorrow. Or write a little. Or, you know, uh... whatever comes to mind!

Oh yeah, I met with Renate and her colleague Werner yesterday for the homepage I'm gonna create for them. It was alright. Not going to be easy 500€, but yeah. Let's just do it, I guess.

General - March 31st 2011

Proof-read Trust or Bust, as it's gonna be up on the Farm on Friday, April 1st.

Diary - April 05th 2011

Well, hello there!

My leg is almost cured! THANK ... uhm, yeah. Thank.

(October 26th, 2012: The doctor?)

This was the last time today I've been taking the train at 7 a.m. and a taxi to work. The last time, I say.

If it weren't so fucking convenient...

Oh well.

The websites are doing well, the first is actually already half-way completed. The latter still needs to jump into the HTML space.

Not much else to say... Spent lots of time playing Resonance of Fate and watching West Wing. Yeah.

Oh well.

Gotta go to bed now...

OH - I actually had an idea for the new farm layout today in the train and wrote it down and drew a little sketch. Also, had a tune stuck in my head for a possible Digitanks track. Don't know if I wanna do it. But yeah, the idea's there for the taking and recorded into my mobile phone to avoid the faking.

BAM!!!!!!!!!!!!!!1111111111

Good night.

Washed all of my bed stuff today. Shit.

Auri agreed that we're gonna move out in a few months or so.

I'M EXCITED!

ME AND AURI - IN A HOUSE?!?!? Yeah, I'd tap that!!!

Dat future's ass.

Anyway.

Bed.

Diary - April 15th 2011

WELL, WELL! Who do we have here!

I'm once again sitting here in Vienna. This is week one of two weeks of Vienna time. Auri and I are now ten years together (since April 7th 2011).

Auri has already received her new smartphone (HTC Desire S). It's an amazing little device.

Portal 2 is around the corner. Probably going to be released in an hour or so.

They have the same security camera thing on the website that I have for HQS. They are using a similar idea I had, letting people unlock a full release. They are...

Oh well.

My leg kinda hurts again today. I fear it will never recover. But I sure hope so.

(October 26th, 2012: Still hurts.)

No projects going on at the moment. I was very stressed out with work and the two websites. Both sites are now finished, more or less, I hope. Hopefully we'll get the money soon.

Oh well.

OH WELL!

I'll just sign off for now and bask in my gloomy mood.

Walter's Deal - April 21st 2011

1243 new words for me to correct later on!

Taskless Sheep - May 02nd 2011

I started a song for a change! Called "Left to dry" because I had the idea while hanging up clothes. LOL

(October 26th, 2012: -_-)

Music - May 03rd 2011

Worked on [Broken Geige](#).

Muddasheep & Pinkerator - KERATORDASH!

Or not! Hey that could be the album title! 😊

Diary - May 03rd 2011

My 27th birthday is behind me.

Someone sent me a message:

Hi, Philip!

*A little bird told me that today's your birthday, so I couldn't miss
an opportunity to send my warmest greetings.*

*I wish you that your imagination and creativity only develop and
shine, and never run out. I wish that every spark of inspiration turns
into a blazing fire of ideas. I wish that every project you start
brings you a fertile outcome. I wish you harmony in your life,
whatever you seek for.*

*Since I discovered your creative works, you've always inspired me as
an example of how much one single person can achieve just by putting
in enough effort and soul. When I feel desperate or lazy I sometimes
say "Oh, c'mon, muddasheep wouldn't have stopped half-way" and I carry
on. Thank you for that.*

Anyway, have a great celebration and Happy Birthday!

*M.
and small group of fans from Ukraine*
✉

To think that I had motivation problems recently... I'm not even living by my own standards anymore!

I probably need some time to recharge. It feels good to just lean back for a little while and let the world take its course.

Of course, yesterday I made some music for TLS and Keratordash, hopefully my motivation rises again soon.

Music - May 04th 2011

Broken geige, keratordash, working on it for way too long...

Diary - May 11th 2011

Deadlines always motivate me.

June 1st 2011. I'm gonna hold another Halfquake Fan Art contest, with a bunch of games to win and random stuff for everyone. I don't give a shit. I'm throwing a party. FUCK YEAH.

And my dev diary's gonna be released, plus all those scanned images.

FEH!!!! I'm fucking celebrating.

I've read the book "[bang - an apocalypse](#)" by tailsteak, it was awesome and inspiring!

Just saw an image about "born like an artist", a little girl talking to a fictitious creature and drawing outside the (comic) box. Wonderful stuff.

Gotta go, gotta sleep.

TIRED.

YEAAAAAAAAAAAAAAAHHHHHHHHHHHH!

Diary - May 13th 2011

The show must go on.

Rock in peace, uncle!

(October 26th, 2012: My uncle died, he wasn't even 50 yet. He was the biggest Queen fan I ever knew. They played Queen at the funeral. It was breathtaking.)

Walter's Deal - May 20th 2011

2800 words!

Farm Design 2011 - May 21st 2011

Started drawing the main image of the new design.

Diary - May 25th 2011

Well, I certainly haven't seen you in a while!

How am I? As of right now, I'm waiting for my next interview at work. I have to ask a few co-workers questions about their working behaviors. I have a total of eight persons on my list, two left to go.

Our websites are done. Well, Werner will visit me tomorrow evening and we'll look through his website, but it's basically done. I'll get the money tomorrow.

There's another website Auri's uncle wants us to do, so there's another 250-300 in it for us.

Auri and I are currently playing Saints Row 2. Lots of fun! Assassin's Creed Brotherhood proved to be amazing as well, especially the multiplayer mode surprised me, and Auri too!

I've started making plans for the contest on June 1st, the very first birthday of Halfquake Sunrise. I'm giving away prices with a value of roughly 150 Euro. That outta bring in some good stuff. If not, hey, failed experiment! Someone's gonna win, but not always me, I suppose. In this case, anyway.

Cry of Fear is coming along well, so I hear. Rumpel sent me a video of the credits, telling me that my song is a bit too short, I'll have to make it a minute longer or so.

I visited Alex and my father yesterday night (I brought him the old hi-fi system which we had in our old apartment in Wels before the divorce). Actually had a good talk with Alex while watching some YouTube videos. He likes gaming as much as we do, I suppose. And he doesn't understand how other people can NOT like it, and in fact sometimes prefer boring TV shows or whatever. Or... going outside. Driving in a circle with your bike. Shit's boring, man.

Hear, hear!

Also, he has some problems with his two bosses at work in the kitchen. Apparently, they're asses, telling him he's a bad apprentice. Such is the life of an apprentice, I'm afraid. They're sometimes treated a little like garbage. Builds your character, though. You grow up stronger.

Anyway, so another guy on PHQ bought the awesome edition of Meadow Mayhem, which I still have to send.

I'm working on a new Farm design, got some pretty good ideas (finally). It's going to be a lot of work, but I'm up for it. Bring it on. I want this new site to shine. I can write books and make games over a period of three years, why shouldn't I invest some quality design in my new website as well!

I'm excited for this year's E3. Auri and I will be in Lienz during that time (E3 starts on June 6th, and we'll be in Lienz on June 2nd or June 4th, depending on whether Auri gets a day off on June 3rd). It's hopefully gonna be a little relaxing. E3 is always a fun time too, having a vacation to fully enjoy it is a big plus. In my book.

IN MY BOOK!

WHAT BOOK?

HAR!

The old friend with his game company's in the local news.

I don't know what to make of his game. I suppose they're gonna be successful, just to spite me. You don't need a few years of game dev experience, just a load of cash. Right?

Buh.

Onwards with the next interview!

Music - May 30th 2011

Added another minute to the Cry of Fear credits song.

Diary - June 01st 2011

Denikover, who had asked his mother to allow him to order Meadow Mayhem Awesome edition, sent me this story via Draversi today:

A boy had a bad day: he was dragged by school into a public event for the whole day. The sun was burning his head but he managed to slip out into the forest, where he spent the whole school day. He found some rocks and fell asleep on them while listening to his favourite tunes. Soon, after waking up, he was allowed to go home. He decided to walk instead of taking the tram because his home is not far away from the event. Little did the boy know, that the sun got even hotter and the buildings were giving up their heat. This agonising walk took him about a half an hour, as he made several stops to get rid of waste and get some water. He thought that the day was ruined but when he got back home and got to his computer, he noticed something odd - there was a brown package with an evil smile on it. Further inspection of the package revealed, that there was a dragon carrying a bar-code in his flight. The boy knew what it was – his most anticipated order yet, the TLS package from none other than muddasheep! The boy, after opening the package and having more laughs, turned on his computer and wrote this story, with a feeling that he can take on the world! The end...

And that's why I do this.

General - June 10th 2011

Making soundtrack videos for the Halfquake Sunrise soundtrack. So far, I think they're quite okay (three done already).

Diary - June 13th 2011

Eight HQS soundtrack videos done.

Still in Lienz, will drive home to Vienna on Friday.

Music - June 24th 2011

Incubation finished.

Diary - July 04th 2011

I'm in Schallerbach right now. I haven't written jack shit the past few days (or weeks).

Still uploading HQS videos every now and then, I think there are six of them left. I have recordings for the next one, so 5 1/2 remain.

Nameless still wrestles with his illness and the dropped motivation.

Work is stressful right now, mainly because I don't work when I should and wait for the last minute to resolve things.

But at least they liked the new project search prototype I showed them today.

Eh, better go to bed before I blow things up.

Be With You is a good movie.

Finished 999, awesome story.

Finished Singularity, had lots of fun. Duke Nukem Forever was fun too. I guess some people simply forgot how to have fun.

Diary - July 18th 2011

The 7th PHQ contest is over. Gotta send 7 Halfquake DVDs, one giant-ass HQA box filled with 5 games, and another four or five random letters.

At least I got an idea to make all the DVDs look as if they belong together, with a sun as a shared motive.



Anyway, here's a list of things I gotta do, just to sort my mind:

Taskless Sheep: The old song. Continue making awesome stuff. Haven't been making anything in the last ... months? Yeah. I suck.

Pinkerator: We have... four songs now, I think, almost five. Three or four more and we'll call the album done. At least I'll probably do so. Gotta move on.

My mum's website: Actually, I think I'll just do that now. Seems like the sort of work one can do when absolutely tired.

Contest stuff: As described above, lots of stuff to draw and send. Gotta buy things first, burn things, draw things, pack things, send things, wipe hands.

Walter's Deal: Of course. My big second book. I haven't lost faith in it like I have with other projects (I'M A DRAGON!!!!!!), despite a few, uh, plotholes and /or weird writing decisions. But you know what? I like the world, I have lots of ideas, I want to write this down.

New website for Auri's uncle: Although she'll probably do most of the work, we still have to work together on server stuff and talk to them.

Company stuff: Sure, there's always stuff to do, otherwise I wouldn't have the job. But currently there's... yeah, it's a little stressful. The Very Important Client, UI designs, etc. Also, still not sure whether I should stay or look for a new job. Or look for a new job regardless of me staying, just to test the waters.

(October 26th, 2012: Dumb idea, and you know it. You'll never find another company like that.)

New apartment/house: We still want to have something that we're going to own in a few decades. But we don't know where. Outside Vienna? Inside? We don't know.

And that's it for the moment.

Certainly always something to do.

I finished Resonance of Fate recently, but still have to get the Platinum trophy. I've invested so much time that the rest of the way seems trivial in comparison. We've also watched Lord of the Rings 1 and 2 again, now that we own the extended edition on Blu-ray. Part 3 will be watched this coming weekend.

We've got a handful of DS games to play now. Radiant Historia, Monster Tale, Art Academy, Chrono Trigger, Sonic Colours. And I can't wait for the PS Vita, I'm stoked!

Then there's the Farm layout that I wanted to renew. Still searching for ideas. Hmm.

Oh well.

I'm kind of growing tired of social networks. I've finished the last HQS OST video, and I don't think I'll be using Facebook/Twitter/Google+ that much after that. Maybe the occasional video or something. Sharing thoughts seems a waste of time. Always the fear someone disagrees. Quite senseless. Keep it to myself. I know what to expect.

I keep thinking in "Twitter style". It messes up my head. I come up with an interesting thought and trim it as much as possible so that I could theoretically post it on Twitter, and then, when I finally sit down to type it, it sounds like shit and I discard it.

Ah well.

Time to go waste some time.

Diary - July 20th 2011

Visited dad today.

Highlights: I told dad about the nightmare I had. Basically it was me talking on the phone with granny (his mother), and her voice would get higher and higher and more hysterical, then I heard the voice of my dead grandpa (his father). I didn't understand what he was saying - or maybe I did and I just can't remember it - but he repeated his sentence, and then I heard little clacking noise and noticed that granny was playing and rewinding a tape.

It was fairly creepy and I woke up in the middle of the night and asked Auri to escort me on the way to the bathroom.

My father said he's seeing him too and I shouldn't be afraid. It wasn't the response I expected, or maybe I did expect that response, and maybe that's all one really can say.

It just... well, back then I had goosebumps. For maybe a minute. It was very strange.

I should write a song about that moment.

Talked to Nadine. I wrote her an SMS on her birthday last Monday (I think), but I had the wrong number. Who knew kids would change their numbers so quickly. She's 13 now. She still has that drawing on her door with her name on it in curly letters, which I drew when we were visiting granny some time ago (two years maybe).

It's strange seeing her growing up. I don't have a lot of memories when she was a baby. I believe I'm visiting more regularly nowadays.

Alex was playing GTA3 San Andreas again on his PC on a German roleplay server. I think he's addicted. I'd know. I've seen this shit happen to me.

He's growing the beginning of a beard.

We ate Chinese food again. In the new corner my dad had prepared behind his house.

I was afraid of getting EHEC all the time cause some patient in Alex's workplace apparently had it. But no real evidence surfaced. And still... I barely touched anything.

Anything else? Hmmm.

I'm pretty tired.

I put my number in Nadine's phone. It was weird checking her phone. I didn't actually check it out, but it simply felt strange holding my step-sister's phone.

It is so strange. I have a step-sister. In some way, that's actually pretty cool. She was actually the one who made my dad call the Chinese restaurant for food. She's getting a little bossy, but you know, in a

female cute way. Please, please, pretty please!

We checked out our smartphones. Dad's getting a new one, the next HTC Sensation (better than mine, naturally - he needs that "kick", I suppose, an old relic from the relationship between him and his father). We were basically sitting in the dark, dimly illuminated by a chain of colorful little lights that dad had hung up on the wooden columns.

Alex remained in his room playing San Andreas most of the time. Dad called for him every now and then. He doesn't understand, I guess. I'm very much the same as Alex, especially when I was his age. My room was my kingdom. Everybody requesting an audience should take a number and wait in the imaginary line in front of my door.

Hmm.

I should go to bed now.

The video to [Even If You Cry](#), in which I fly through all three Halfquake games, was well received. A job well done! Now... more music - after I've sent all the contest packages.

Which I still have to prepare.

Tomorrow!

Diary - July 22nd 2011

I visited Darrn again in his new apartment. It's pretty cool, actually. Old-school furniture from the previous owners (ancient cupboards and shit), but it looks comfy. He has his own room, so does his girlfriend.

We talked a little. Darrn showed me a youtube video of a dude who basically copied his company's game (Aeon Racer) and simply flipped it on its head, so you're racing from top to bottom. He asked me for advice, what he should do, because he remembered how some guy stole my art. I told him that in my case, the "thief" didn't really want to damage me, it was more like a tribute. Darrn told me he actually knew the guy - because this guy attended Darrn's classes (he actually taught game design, I didn't know that, and I completely forgot to ask him about that). So yeah. It's a pretty tough deal to see something you made being stolen and worked into something else, without the least of a trace of credit for your hard work.

We took a short walk through the woods and it began to rain. We talked about rays that go in and out of our smartphones. There was a man I met recently at an exhibition (my mother had four of her photos hanging there) and he told me, in women clothes, that it is a hush-hush topic and nobody's supposed to know that this is actually kind of affecting our lives now, with all the rays and wireless signals around us.

Back home, we sat down again and continued our random talk about games, and then his girlfriend came home and I saw her for the first time.

She's probably twice the size and shape of Darrn, but not fat - simply huge. A giant of a woman. She was really nice, and I'm happy Darrn has found such an intelligent woman. I was afraid... well, to see her and think that she's not on his level (below or above doesn't matter, but you should be at least on an average interest level). But they really go along well.

Their toilet didn't work quite well, you had to fill up a bucket with water and flush the toilet that way. Johanna kept bugging him about it.

Then someone else came, a man and his girlfriend and Darrn said that he wanted to introduce us. He said that the guy I was about to meet was similarly interested in making games as myself.

The guy came in and I stood up and shook his hand and told him my (real) name. Darrn said that I'm also called "muddasheep" and that I'm probably one of the best game developers of Upper Austria. Well, that was a little staggering and awkward. The new guy had long hair tied back in a knot and was looking a little down on me, and said: "Ah, the legend lives."

We sat down for a minute, and I asked about their new game (they both work at the same 4-man company of darrn). He said that with what happened recently (the youtube video) he can't tell me, he would have to know me a little better (and I completely understood).

Ah well, they had to leave again and Johanna left soon afterwards, attending some sort of conversation meeting thing about social systems.

Darrn apologized for the awkwardness, but I could see he simply wanted to see us both in the same room and see what happens. Well, nothing really happened, I tried to liven up the atmosphere but I guess... Being introduced to someone with the subtitle "probably one of the best" doesn't exactly make you look like a nice guy, more like a smug douche.

Anyway, kept talking until 11 pm about games and shit and drove to McDonald's afterwards and then home.

And that's it for your daily fix of the sheep's diary sentries!

RATATATATATATAAAAAAHAHAHahahahahaha

Going to bed.

Taskless Sheep - August 05th 2011

Made some acoustic K.I.T.T. karre samples for Da Beat!

Last week I made my own version of the samples I sent to Pinkerator which came back to me with a bunch of UFOs surrounding it. I think I made a pretty swell version out of it. Oh well. Pink still insists that he wants his version on the album as well. Just in spite people will prefer his version, I can feel it! But I'm not here to throw shit around. I'm here to make music. That's what I did!

I was ill the last few days, so I remained stationed in Vienna Monday, Tuesday, Wednesday, and took the train home Wednesday afternoon (saw my English professor in the train, she didn't have a first class ticket so she had to move, I recognized her because of her voice when she talked to someone on the phone, she looked definitely a little older, later in Wels I was standing right behind her, I didn't know what to say, so I just watched her walk off into the distance).

Work was alright today. Got lots of stuff done for the Very Important Client, one and a half things still to do (before more of his projects come along again!).

Finished Batman Arkham Asylum recently, awesome game. Also finished Dead Space and Black Sails. Both awesome, too. Next game will be Splinter Cell Conviction. Can't wait.

Trying to do more music stuff now and get shit done. Keratordash album is at six tracks right now (if you count Pink's version), and there are 14 unfinished tracks waiting over at Taskless Sheep.

Aaah, bed awaits. Right.

Music - August 31st 2011

Hands weren't that pained today, so I cranked out another Keratordash track called "[Ben Drowned](#)", based on the [Zelda horror urban legend](#).

Music - September 11th 2011

Worked on yet another Keratordash track called When Worlds Collide, will continue working on it tomorrow.

Haven't been writing stuff here as much as I used to. Planetphilip.com is gonna have a Halfquake event in November. Auri and I are thinking about moving, still don't know where to.

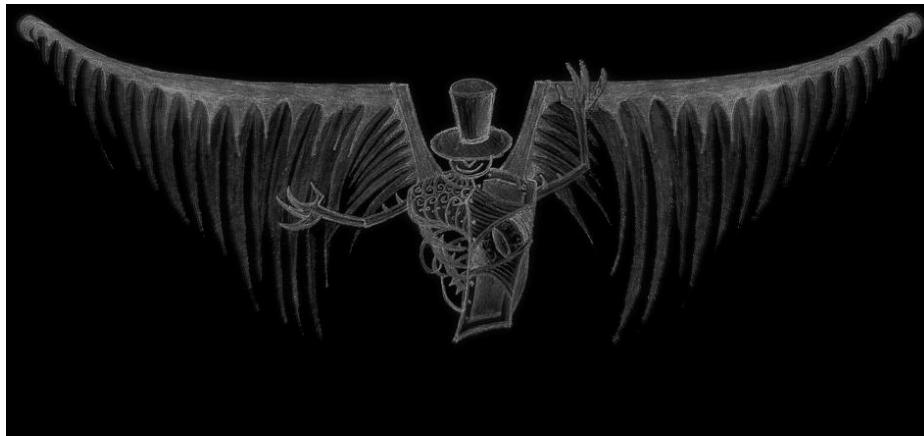
My hands feel better, but I should go to bed now.

Diary - September 23rd 2011

The current phase of my life is about herpes on my left leg and above the left butt cheek. I'm told it takes roughly three weeks to go away, so until then, there are maybe six or seven spots in total with those tiny little blisters (that don't actually leak any fluid right now, but it is said that they do so in the

final stages).

Then there's the Halfquake event in November on planetphillip.com for which I've drawn a new Somos and altered the website design a little. And there's going to be another podcast (or even two) with me, which... is making me a little uncomfortable.



Pinkerator is making a game with a friend and it will use our music as soundtrack, so I said we should release the album along with the game, or at least make the website look like the game. He's doing his own thing with the game though, so whatever. I still have to make another track or two for the album to be finished (we'd have 10 tracks then, quite enough I think).

Problem is, I'd love to work on the Taskless Sheep album, but the Keratordash album is in the way of that, I have a bit of a hard time jumping from one style to the other. Also, my hands hurt until last week (it's going better at the moment, I'm not sure why), so that was another reason why I could only concentrate on one project at a time.

Taskless Sheep is a strange beast. We're all a little demotivated (especially Nameless for reasons I don't want to write here).

I'm probably to blame here as I'm not being online enough and losing contact. I had to be offline a lot because of my hands, so my contact to other people is through PHQ/E-Mail/Twitter/Facebook, because those don't require that much time and as many typed letters (which is good for my hands).

We already have about 15 songs for the second TLS album, so we simply need to work on them to have a full length album, and then maybe add another two or three if we feel like it.

So, there's the new Taskless Sheep album and the new Keratordash album. What else?

My book about Walter's deal. I will try to attend this year's NaNoWriMo and bring my novel closer towards its end. There have been various ideas gathering up over the past few months, so there's bound to be enough material for the next 50,000 words. In fact, let me quickly write some ideas down.

Alright, so as I said, it's going well, but I haven't written in a while. In November - shit's getting done. Auri's probably tagging along with her novel (she's at roughly 45k words now).

The Farm redesign is being worked on in my mind. The website design for PlanetPhillip's Halfquake event actually helped me a little in that regard, but I'm still not exactly sure what it should look like. The background is red watercolor, at least that much I've established. And there will be animations, because I think it will look awesome (at least in my head it does).

And I've been thinking about I'm a Dragon again yesterday (or was it Wednesday?). I actually thought I could simply release the old version again as it was back then, because hey, why not? Not that people are in PHQ anyway, so it wouldn't be as slow. But then I remembered that I removed all IAD related files and database ties with the new PHQ version, so I went back to the new IAD version that I made with Steltie and I was demotivated again. Yeah, it's fun to click around, but the art style lacks, the setting sucks, and I don't (or don't want to) understand most of what Steltie has written on the server side.

IAD is a tough child because it's lived through so many phases and I'm not sure where its place should be. Maybe it will come to me one day.

I still want to make a new game using a different engine, like Unity or UDK. But first I gotta finish what I've started.

The Keratordash album could be finished this year. Not really sure about the rest. But 2012 - yeah, I'll have stuff to show again.

I guess.

Diary - September 27th 2011

Quick and dirty list!

*) Got Alpha Protocol gifted today from a French guy called MaxOfS2D! He's doing lots of animations that get recognized by official Valve blogs. Cool shit! He said "from one creator to another, love your mods"!

*) Saw a "Let's Play" by a German dude for Halfquake Sunrise, he's only posted 4 parts so far, so I subscribed him, maybe that'll help him finish it! Or not!

*) Gerald checked my car today, we'll meet again on October 10th! Some stuff needs fixin', so my car needs to be there again!

*) Pinkerator uh... he's a stressful dude! He's releasing his Retention game, and the soundtrack a long with it (containing uh 4 tracks of our album) and he said he at least wants 40 minutes on our album, and we're at 25 right now (including his uh version of the one song that I don't like but whatevar), so I gotta do some 3-4 more tracks aaaaaand yeah.

*) Taskless Sheep is going DOWN! It don't look good, I gotta contact Less, see what's up. I feel he's a big driving force behind TLS normally, and because of the thing I won't talk about, things don't feel as good as they could. He's a poor fella, that's what he is.

GONNA GO TO BED!
YEAH!

FIGHT-OH! OH!

Diary - October 11th 2011

A few minutes ago I'd have written "I think this was a good day", but I'm more leaning towards "I think I've managed this day quite well".

The day could have been a disaster, but I faced it with a smile full frontal and I think I won.

At work I'm now writing weekly summaries of our ticket system into our intranet. I actually want to do this because, well, it gives us programmers our faces back, I believe, and opens everything back up to discussion. We're not just robots working off tickets, we're people! Mostly.

And I showed around a prototype on the iPad and when talking to one of my bosses he actually gave me a better idea for a second prototype that I will create this week (if there's enough time).

Hm. I also talked to Nameless, and he told me he has moved to Dresden and is now studying regenerative systems, and he sounds a lot happier than last time we talked. His new roommate is 10 years older than him and also a musician and they've played guitar together once, and he likes Taskless Sheep music, maybe he'll record something for Less sometime.

After work I drove to the garage for my car. I greeted everyone and cracked light jokes to keep up the mood (it was a very rainy day). My father (probably) forgot about picking me up, so I called him and he came approximately an hour afterwards.

We then drove to the Metro store and stayed there for... two hours, doing stupid things. I think he bought a lot more than he needed, but he was enjoying himself. It was actually quite cold, especially where the meat was stored. He did a lot of silly things like turning on three LED lights and leaving them on, he wanted to buy cartridges for his printer, only to check Amazon later on his HTC smartphone and find out that they're cheaper there, then he left the cartridges somewhere in the sweets section. Stupid fun, I guess!

I also bought stuff for my car and some apple juice. Gerald called and we hurried up and bought some baguettes and left Metro. We got my car, I paid 470 euro (+5 euro in tips) aaaaand I followed him to his home, we ate a little (Alex even went AFK from his GTA to join us) aaaaand then I drove home.

Now I'm so fuckin' tired I

...

Diary - October 12th 2011

I forgot to tell you...

YOU! WHO DARES TO READ THIS!

... that last Saturday I met with a man named denikover.

Well, he's only 16.

And his actual name's Denis.

But we did meet. In Vienna. At the Westbahnhof. He likes Halfquake.

He's Russian, but he speaks German FLUENTLY. I was quite surprised at how good he was, throwing the craziest words at me. Konjugieren. Who the fuck learns a word like this in a foreign language? I certainly don't! (Well, probably because I don't know what it means. Something about grammar. Who cares!)

Anyway, we walked around a bit (waaaay over there to the Museumsquartier) then back to Aida to grab some coffee, then back to the trainstation where I signed his sketchbook (and drew a little dragon in it).

On the way he asked me a bunch of philosophical and miscellaneous questions ("Why are kids so disrespectful in classes nowadays?" and "With which Manson album should I start listening?" etc). And a bunch of Halfquake questions, and even a question about Cry of Fear!

He's a very intelligent dude and I think he's gonna get far in life. It was fun! Both of the two hours.

Yeah. That's what I forgot to tell you.

Hope you're happy now. HAPPY! YOU HEAR!

...

October 26th, 2012: And that, my friends, concludes year 2011. I stopped writing entries regularly for some reason - probably because I didn't have that Big Project going on anymore. There were still a handful of entries in 2012 so far, especially for Taskless Sheep and Walter's Deal, but nothing that justifies being shared. I've made these entries available for reading mainly because of Halfquake Sunrise, and, as you probably noticed, it got mentioned less and less as time went on. However, despite not mentioning it anymore in the Organizer, I've written up a [look behind Halfquake Amen](#) in September 2011, planetphilip [interviewed me](#) and spoke about Halfquake in a [podcast](#), there was another [contest](#) in June 2012, and just recently I've released [a look at older versions of Halfquake Sunrise and a Halfquake Do-It-Yourself Kit](#).

I hope you found this closer look at, well, me worthy of your time.

Please don't hate me.

-MS