

- Aesthetic goals
 - Fantasy: This game should immerse you. You should be lost in the nature of the game and not have to think about what's going on in the real world. If I'm being successful, one would be able to forget about their surroundings because they're so wrapped up in the game. If I fail, one would constantly be thinking about what they're going to do next.
 - Challenge: This game should be difficult. It shouldn't be a cakewalk. If I succeed, one should maybe have to take multiple tries to complete each level. If I fail, one should have ease in completing each maze.
- Core Loop
 - Core Mechanics: the player should spend most of their time trying to find the best way to get from the start point to the end.
 - Core Loop: Find path, navigate, reassess, locate target
 - My core loop serves my aesthetic goals because it takes multiple steps to complete each iteration of the game and the player will both be immersed in the level and challenged by it.
- DevLog: all of this occurred on Saturday 12/3
 - Late afternoon: came up with the idea of my game. Settled on a maze game. This way the player would be challenged and be forced to make in time decisions.
 - 8:00 pm: Decided that my game would have multiple levels. Each level would get progressively more challenging. I ran into my first bugs when writing the code. First, I had an issue with the walls falling. I realized I forgot to set gravity to zero.
 - Around 8:30: I decided that my games should have collectibles along the maze. The first one I implemented was the gas. This would be required to prevent the timer from running out. I also implemented an apple which would be necessary to get to the finish line.
 - Around 9:00: I decided that my game really isn't a maze game anymore but rather is a Formula 1 style racing game. This makes much more sense to me. For example you need the gas so that you don't run out and you need to pick up the food before you get to the finish line. Where the finish line is a checkered flag.
 - 9:30: Issues with how to pause after playing noises. Found a thing on the forums called `WaitForSeconds()` which helps me achieve this. It is pretty self-explanatory.
 - 10:30: I was going to have it setup where each level has a new timer and you go from one level to the next but this would require creating a lot of new gameobjects so I decided to allow the player to pick which level they would like to go to.