For some reason, renpy decided that all of my images no longer existed in the game folder that I'd saved them from. I attempted to recall them from my recycling bin, but they no longer existed there, so that was weird. I wasted a lot of time trying to recall all of my manipulated .jpg images.

I never successfully managed to add music to the game. I wanted to have a simple .mp3 file looping, as that looks like an easy thing to do, but failed with that. I also attempted to create a channel for it in case it needed one of those, despite the multitude of tutorials I used telling me that it was a simple "play music "music.mp3"" line of code. I tried creating a .ogg file as well. No dice.

As far as creating either an item directory or counter that remained on screen during the game goes- it did not go. I believe that this is ultimately what broke my game to the point that renpy decided that it was no longer going to even try to run it and deleted my first two games.

Init:
pass

label start:
$ yuan = 0

From there, I would have had a + or – counter ie:

$ yuan += ##

I also attempted to have some sort of random even generator using "$ randevent = renpy.random.choice(['Encounter Bandits', 'Encounter Snow Leopard, 'Lose Merchandise'])" at some point in the Gobi Desert, but that failed entirely as well.

The basics of creating a choice loop was kind of fun, though. Once I figured out how to do that, I could easily see how the choices followed a linear path and I thought it was cool that I could have all of the choices filter back into the same narrative.

My images are also terrible in comparison to my previous images. I swear they were nice before. The only one that I was able to recover was my map, and you can see that that one is clear. I hadn't deleted the initial image off my computer and was able to edit it again quickly in photoshop.