Shadows Design Doc Journey

Day Zero

Summary of today:

I learned about the game jam (two days after it was announced!)

The theme is about shadow and alchemy.

I want to use this game jam as a chance to try out pygame.

Roadblocks that showed up during today’s working session. The game needs to run in itch.io using browser-based submission. (COMPLETED)

Completed:

~~Signed up for the game jam~~

~~Got pygame to work in the web~~ <https://www.youtube.com/watch?v=6PhDmpBcezQ&t=221s>

TODO:

Get a hello app to print the game screen.

Think / design around shadow and alchemy

PRESS A TO ALCHEMY -get input from the user

Day One

Summary of today:

I got dinner with my wife and we chatted about the game jam.

From there I came up with the idea to create shadow games to get more alchemy points. So you can summon more items and combine items. (by creating new items and combining them you will get shadow points to spend on unlocking more shadow games and stats.)

TODO:

~~Get a hello app to print the game screen.~~

~~Think / design around shadow and alchemy~~

PRESS A TO ALCHEMY -get input from the user

Roadblock

Not feeling well did not work on the game

Day Two:

Same as yesterday.

Day Three

TODO:

~~PRESS A TO ALCHEMY -get input from the user~~

Make it fancier

Menu to the shadow games

Make the ball game into a mini game

Textbox with suggestions

Counters for shadow points and ALCHEMY points

~~Clean up the pygame code to be driver based.~~

Pet mini game (horror themed)

On day three I was able to move the ball code to it is own class and call it after pressing

The async stuff is a pain to make sure things load right. (I need to figure out how to make this work in such a way that I do not have to call it in every single function call.

For tomorrow I plan to work on the suggestion textbox, code scoring for ball and making and combining things.