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.

Day 4: I was not feeling well and ended up resting.

Day 5:

Menu to the shadow games

Make the ball game into a mini game

Textbox with suggestions

Counters for shadow points and ALCHEMY points

Pet mini game (horror themed)

~~Refactored the code to stop using some many loops and pass stuff around as state~~

I ran into an issue with using pygame-gui to configure the textboxes and buttons. Luckily I joined the discord for pygame and I was able to get some advice on how to that work. So instead of focusing on menus and buttons. I Focused on refactoring the code such that things are passing things around as states and not running loops and loops. I now have it configured in the main code base to use a queue to handle new games added to the stack.

TODO for tomorrow:

Menu to the shadow games (draw up some sketches for this)

Make the ball game into a mini game

Textbox with suggestions (get the data for this populated get some sketches for item ideas.)

Counters for shadow points and ALCHEMY points

Pet mini game (horror themed) (demon?)

Music? graphics?

Day 6:

Lust maps to Slots

Gluttony game maps to Tree

Greed game maps to Treasure

Sloth game maps to wake up game

~~Wraith maps to Ball game~~

Envy maps to HI/Low

Pride maps to Pet maps to Demon

I need to find time to focus and work on this. I had family come over and there is only three days left. I plan to finish up the menus for selecting the games tomorrow and getting the games setup.

I still need to do the word suggestion thing, and handling currencies across menus.

Story board to get the player to understand that they are trying to make an item.

That the pet is a demon.

Good luck tomorrow. I’m tired at least I got the ball game completed and the cheat will be easy to add.

Day 7:

Game menu layout

Scoring system

Games:

Slots

Hi/low

Treasure

Wake up

Tree collect fruit

Pet

Ball

Item suggestions.

Cheat system

Soul meter

Day 8: get design doc into google docs.

Get design doc journal into google docs