Game Development Journal

# Project Overview

* Game Title: Sword
* Genre: role playing
* Platform(s): Itch.io
* Development Team: Infinite Wonder Shawn
* Project Start Date: 1/19/2025

# Development Log

## [1/19/2025]

* Objectives: setup basic repo, itch.io page, logo screen
* Progress: itch.io page is setup, repo is setup and logo is displaying.
* Challenges: getting assets to load correctly; finding art; I had to use co-pilot to give me a basic sketch.
* Solutions: reused a lot of the code from the last game to setup basic framework; worked on adding assets to the framework.
* Next Steps: work on the next screen and plan out the design.

## [Date]

* Objectives: [List Daily Objectives]
* Progress: [Detail Achievements and Work Done]
* Challenges: [Document Any Issues Encountered]
* Solutions: [Describe How Challenges Were Addressed]
* Next Steps: [Outline Future Tasks]

# Milestone Reviews

## [Milestone 1]

* Date: [Enter Milestone Date]
* Objectives: [List Milestone Objectives]
* Progress: [Summarize Achievements and Work Done]
* Challenges: [Document Any Issues Encountered]
* Solutions: [Describe How Challenges Were Addressed]
* Next Steps: [Outline Future Tasks]

## [Milestone 2]

* Date: [Enter Milestone Date]
* Objectives: [List Milestone Objectives]
* Progress: [Summarize Achievements and Work Done]
* Challenges: [Document Any Issues Encountered]
* Solutions: [Describe How Challenges Were Addressed]
* Next Steps: [Outline Future Tasks]

# Additional Notes

[Use this section to document any additional information, ideas, or reflections related to the game development process.]