08/10
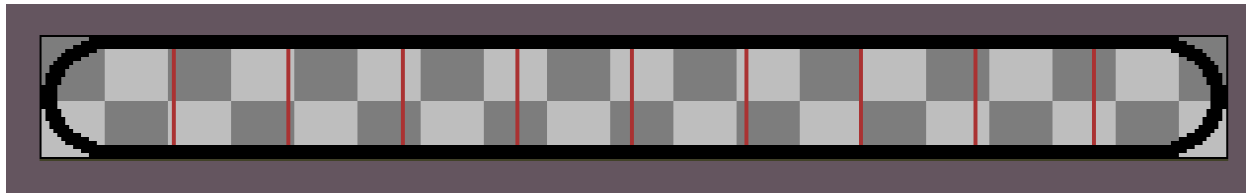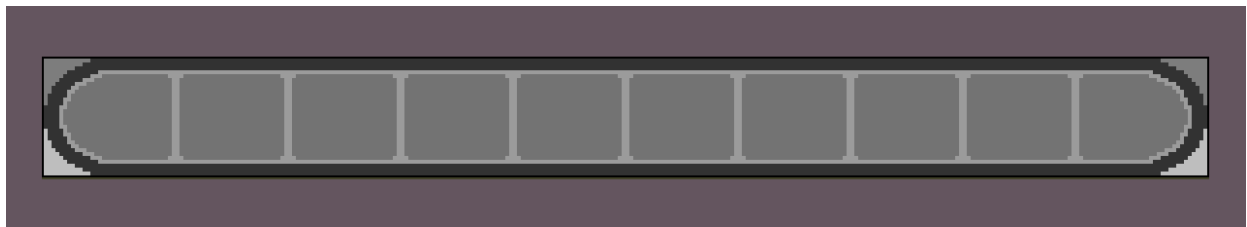
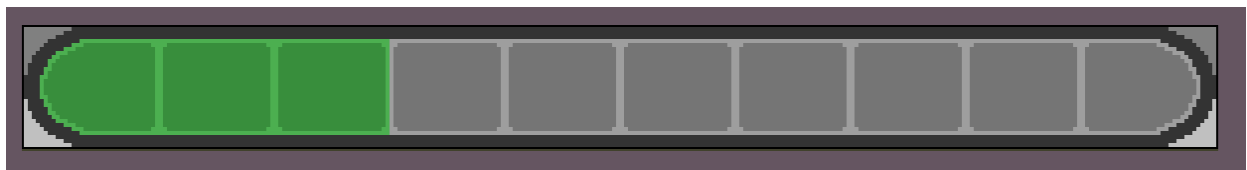09:30 Started working on art (starting with progress bars)

9:50 - Finished the template progress bar (this should not have taken this long but i forgor how aseprite works 😭

10:10 - Finished disabled bar and bar with 0 blocks filled in textures

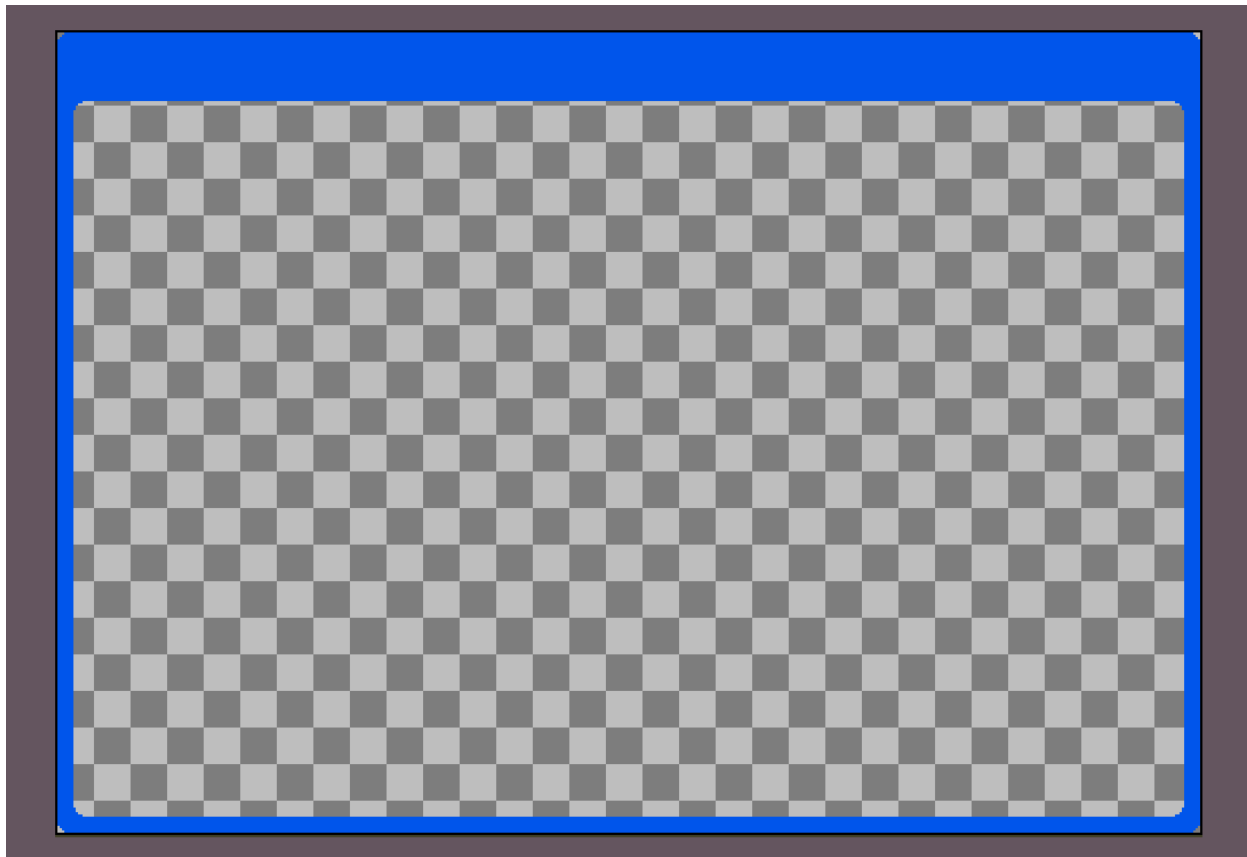10:15 - Finished green bars (1-10)
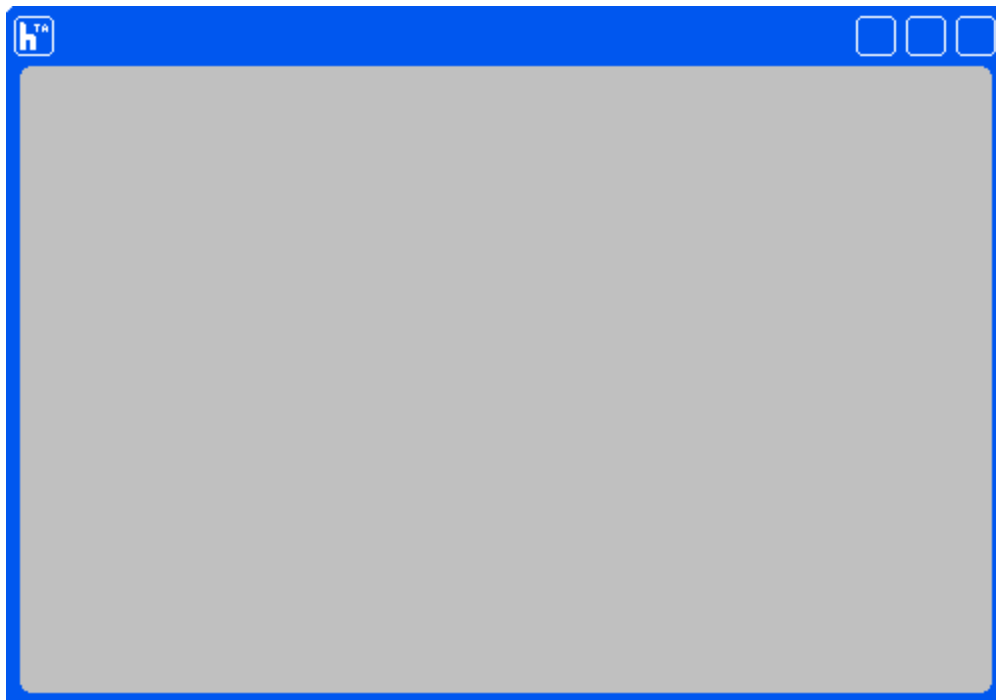

10:20 - Finished red bars

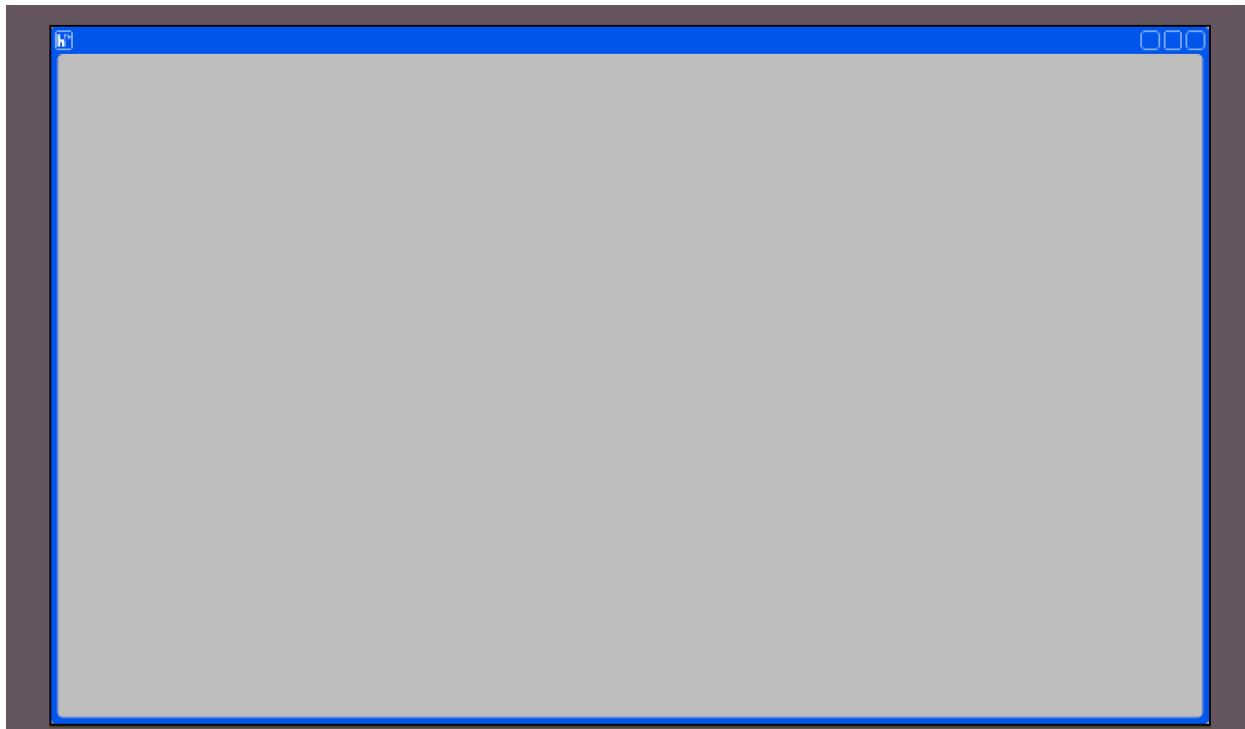10:25 - Finished blue bars, started working on App windows

10:45 (-5) - Finished app window border (why are curves so annoying 😭)
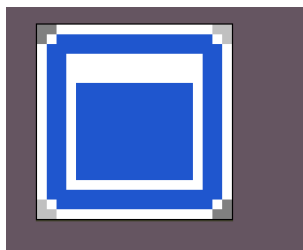

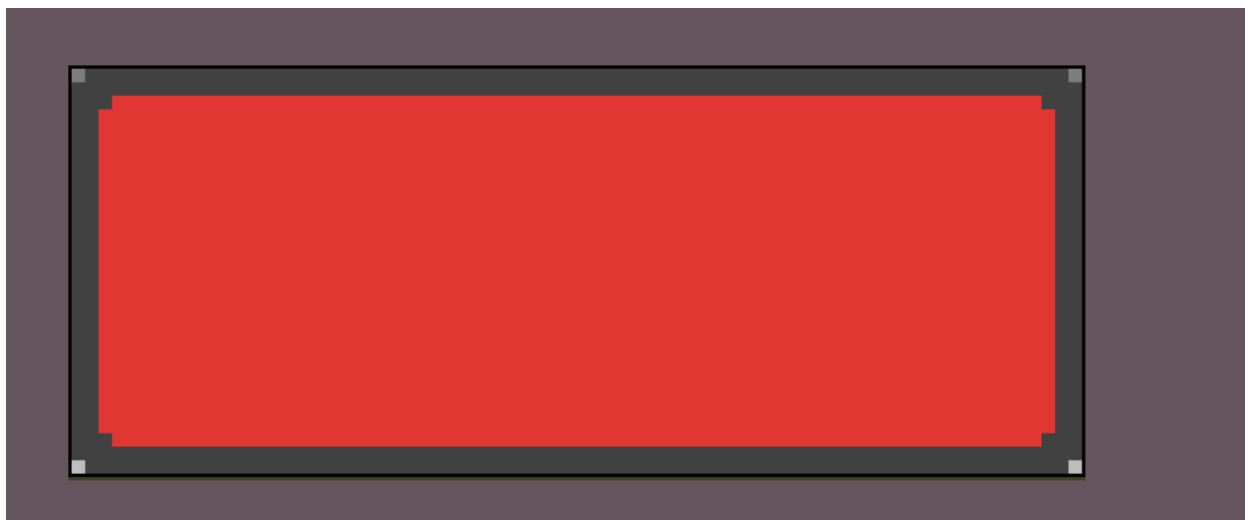10:55 Finished app window w/ placeholders for minimize, maximise, close

11:03 Also made the larger version

11:10 - Finished minimize, maximize, and close app icons.

11:20 - Finished buttons in various colors

Ok that's enough for now - This Session: 1hr50 - 5 = 1hr45min

2:20 - Started working again -> brainstorming
(https://hackclub.slack.com/archives/C0997MH9QF2/p1754808348871359)
2:45 - flushed out all the options for transit, now working on upgrades for each type of transit

TRANSIT MODES

- Bus — CHEAPEST, FLEXIBLE ROUTES → ROUTE LENGTH LIMITED
- TRAM — HIGHER CAP., FASTER THAN BUS, HIGHER COST
- METRO — V. HIGH CAP., LOW MAX DIST BETWEEN STOPS
- RAIL — HIGHER SPEED, CAP. THAN METRO, ALSO HIGH MIN DIST BETWEEN STOPS
- FERRY — WATER BASED BUT SLOWER (BUT CHEAPER THAN TUNNEL / BRIDGE)
- AIRCRAFT — IN/OUT OF ✕ CONTROL AREA, BUT HIGH EARNING AS INCENTIVE

3:00 - Finished brainstorming how the game mechanics will work. Now time for more art 😭(it's only 1 piece of art tho so we chilling)

UPGRADES

ALL TRANSIT SYSTEMS CAN UPGRADE:
- CAPACITY
- SPEED
- FREQUENCY
- RELIABILITY
- EFFICIENCY

- MAP DIVIDED INTO SECTORS
  IN EACH SECTOR, THERE WILL
  BE DEMAND FOR LOCAL, LONG
  DISTANCE, AIR TRAVEL.
- EACH TURN, EARN OR LOSE
  $ BASED ON HOW WELL EACH SECTOR
  REACHED THE GOAL
- ALSO EARN POINTS EACH TURN BASED ON
  TARGET COMPLETION
- BUILD BETWEN TURNS
- 'CLICKER' ASPECT: EACH TRANSIT STATION
  NEEDS 'POWER' TO OPERATE VEHICLES OUT
  OF → @ START OF EACH TURN, LIMITED TIME TO
  GENERATE POWER → UPGRADING TRANSIT
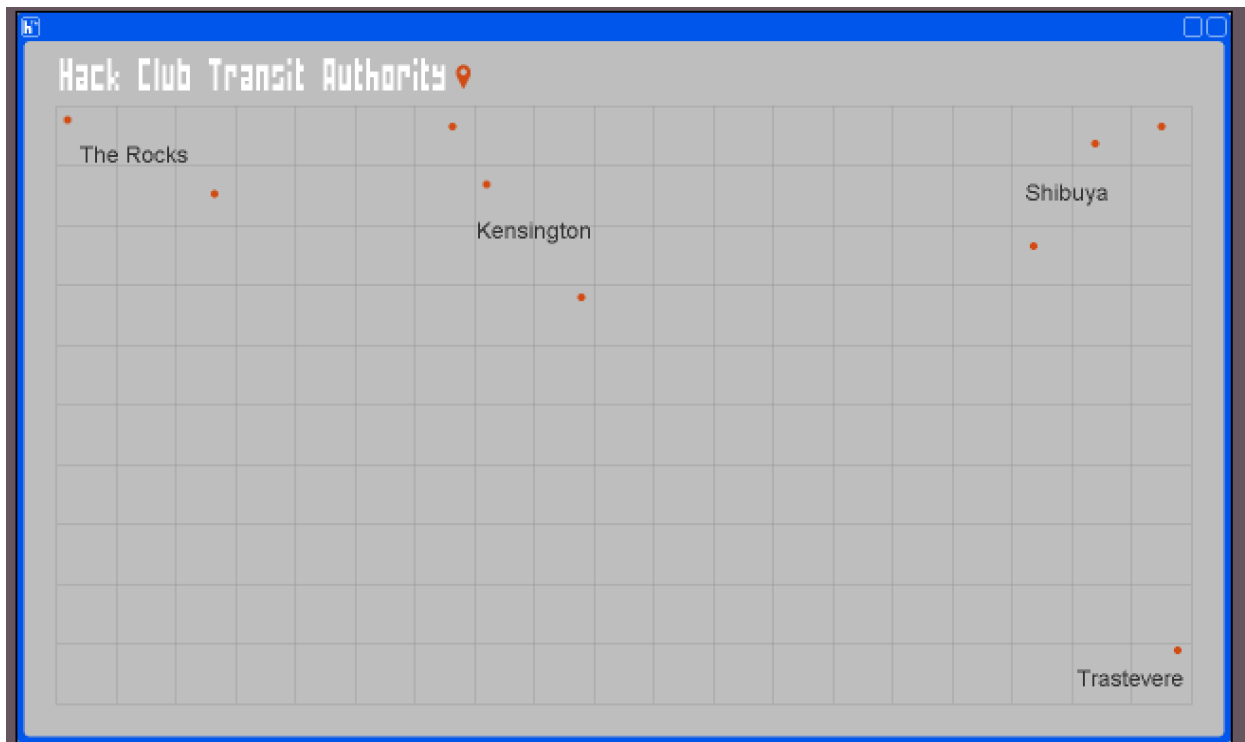 SYSTEMS WILL LET THEM GENERATE PWR
  BASED ON UPGRADES + SYSTEM SIZE

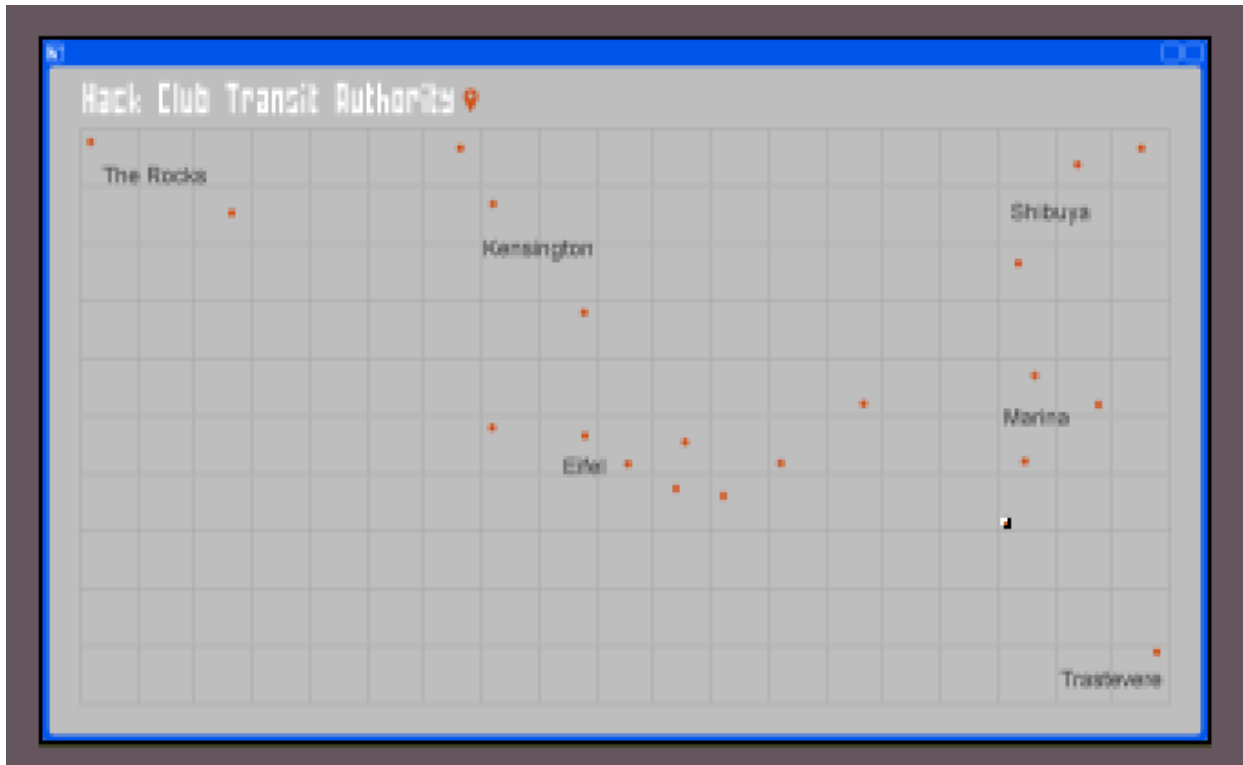3:25 - Finished the grid (too much math 😭)

3:35 (-10) - Started working on brainstorming station names
3:45 - Almost finalized station names list
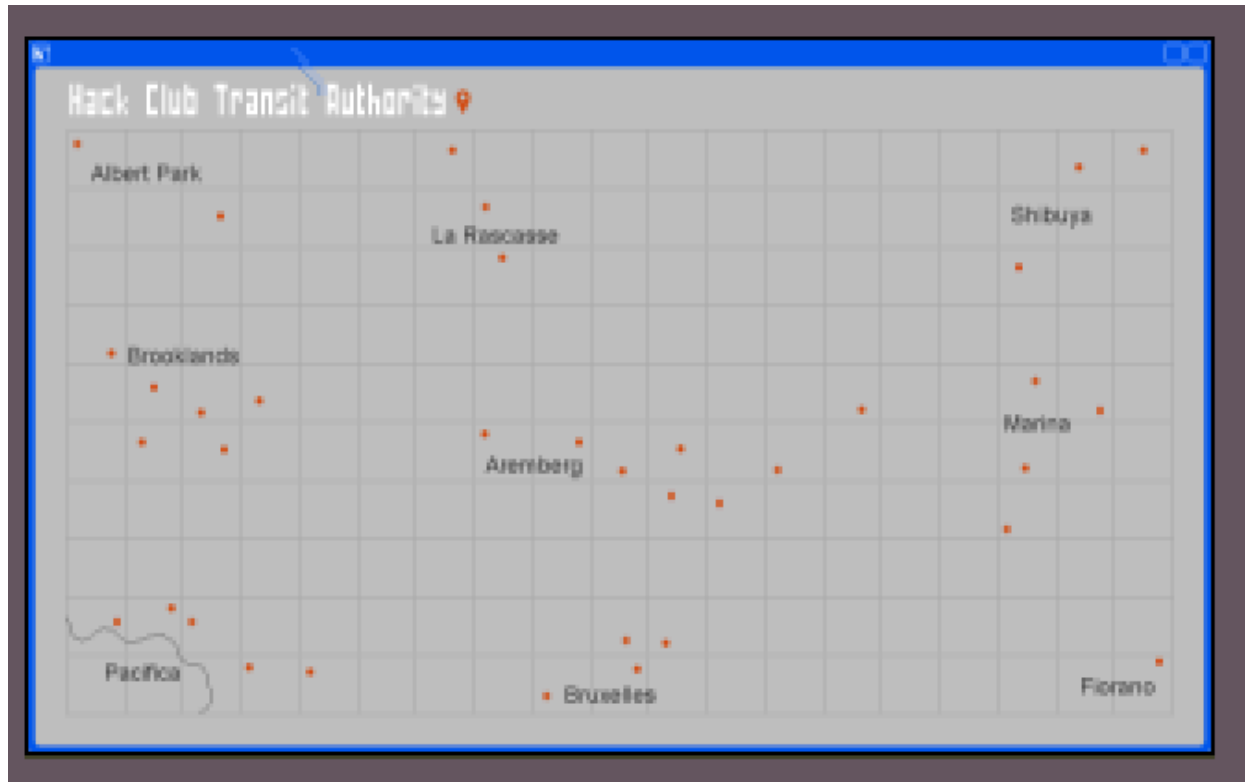4:00 - Started with the map

4:05 - Halfway done, back soon

This session: 1:45 - 10 = 1:35 / 3:20 so far today

9:00 - *I was not back soon* - Anyway continuing to work on the map, i'll have a full list of station names soon (inspired by various stations/street names from places around the world)
9:25 - Finalized station names, district locations, started drawing water areas on the map.

District	Stations
Albert Park	Whiteford, Clark
La Rascasse	Sainte Dévote, Casino, Portier
Shibuya	Kanda, Saitama, Shibuya, Ueno
Brooklands	Becketts, Woodcote, Stowe, Aintree, Brackley, Enstone
Aremberg	Adenau, Döttinger, Karussell, Bergwerk, Flugplatz, Nürburg, Stuttgart, Tempelhof
Marina	East Coast Road, Adyar, Velachery, Nungambakkam
Pacifica	Balboa Park, Castro, Powell, Embarcadero, Taraval
Bruxelles	Les Combes, Pouhon, Stavelot, Blanchimont
Fiorano	Maranello

9:40 - Final map (this took way too long):
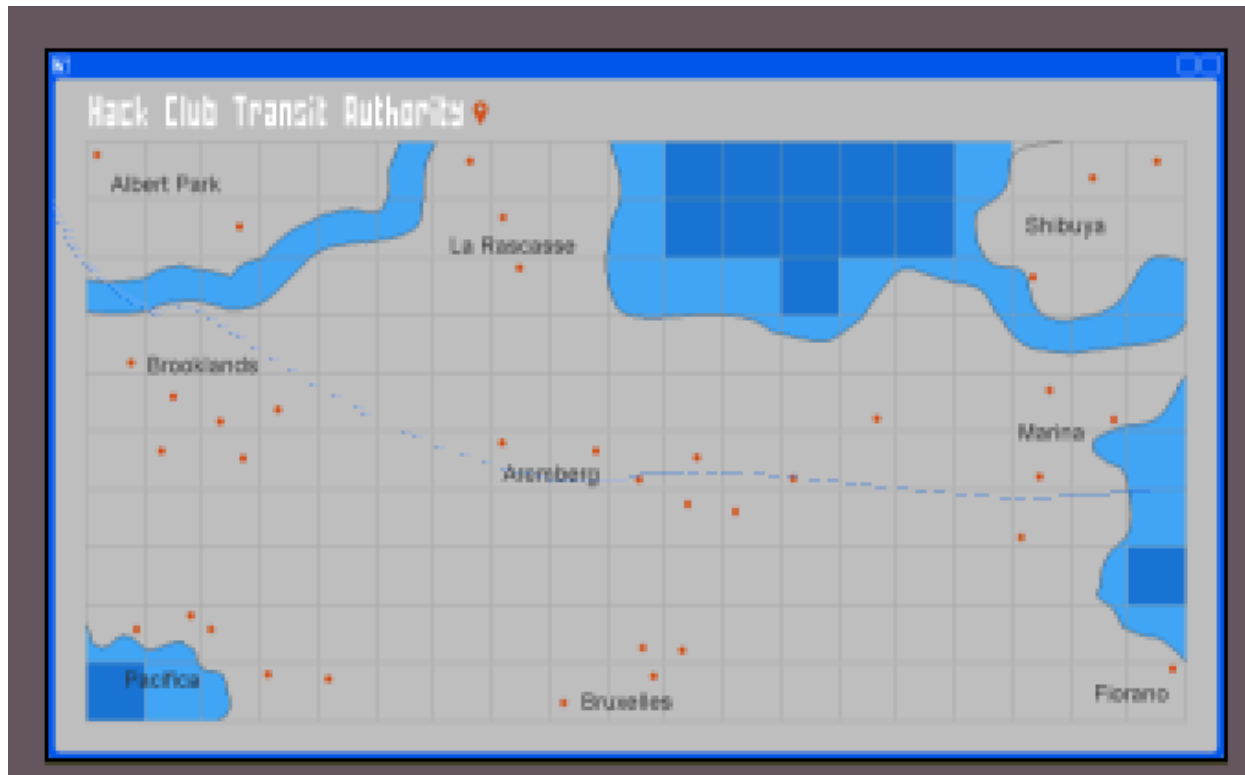
The text was so annoying 😭
9:45 - 10:00 Exporting everything as pngs bc i forgot to do it earlier

This is pretty much it for art - This Session: 00:55 / 4:15 so far today

End of day - Total Journalled Time: 4:15 / Total Hackatime Tracked: 0:44

Time Today - 4:59

Remaining Time - 20:01

08/11

IST (UTC + 5:30)
9:00 - I'm in a meeting at the same time so i'll track any time spent accordingly

This Session: 0:20

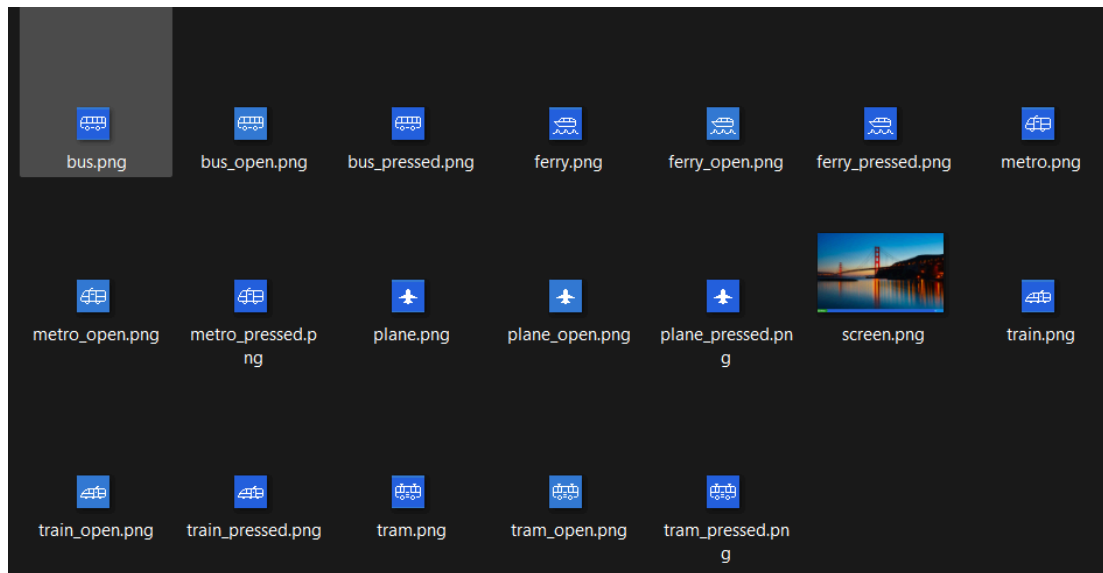12:20 - Started working on it again
12:40 - finished the main screen
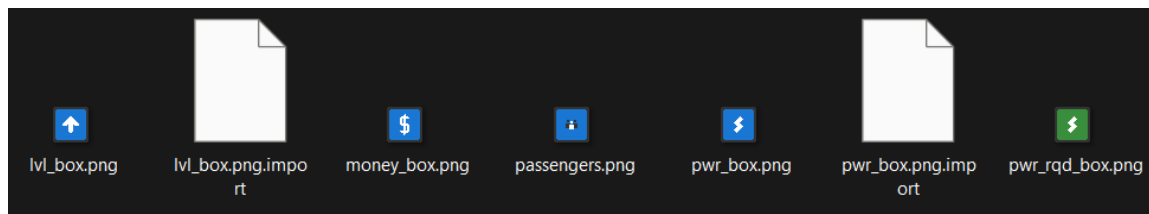
12:45 - finished bus icons

1:05 - Finished all icons

This Session: 00:45 / 1:05 so far today

7:25 - Started working on some background/icon boxes
7:45 - Done!

This Session: 00:20 / 1:25 so far today

End of day - Journalled Time: 1:25 / Hackatime Tracked: 3:17
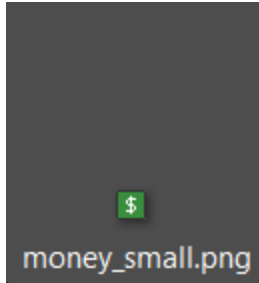
Time Today - 4:42

Total Time - 9:41 / Total Journalled Time: 5:40 / Total Hackatime: 4:01

Remaining Time - 15:19

08/12

IST (UTC + 5:30)

3:15 - 3:23 - Worked on one new icon

money_small.png

End of day - Journalled Time: 0:08 / Hackatime Tracked: 2:05

Time Today - 2:13

Total Time - 11:54 / Total Journalled Time: 5:48 / Total Hackatime: 6:06

Remaining Time - 13:06

08/13

IST (UTC + 5:30)

End of day - Journalled Time: 0:00 / Hackatime Tracked: 2:32

Time Today - 2:32

Total Time - 14:26 / Total Journalled Time: 5:48 / Total Hackatime: 8:38

Remaining Time - 10:34

08/14

Was travelling today, no progress from 08/13

08/13

IST (UTC - 8:00)

9:05 - Started working on setting up itch page

9:20 - Finished the logo
9:25 - Finished the itch.io site https://sidsenthil-exe.itch.io/hcta

At 10:30 - Journalled Time: 0:20 / Hackatime Tracked: 1:31

This Session - 1:51

Total Time - 16:17 / Total Journalled Time: 6:08 / Total Hackatime: 10:09

Remaining Time - 08:43 (i'm so cooked)

At 11:20 - Journalled Time: 0:00 / Hackatime Tracked: 31

This Session - 1:51

Total Time - 16:57 / Total Journalled Time: 6:08 / Total Hackatime: 10:40

Remaining Time - 08:03 (i'm so cooked)

11:15 - Started working on my readme
11:45 - Finished the readme

At 12:05 - Journalled Time: 0:30 / Hackatime Tracked: 00:16

This Session - 0:46

Total Time - 17:34 / Total Journalled Time: 6:38 / Total Hackatime: 10:56

Remaining Time - 07:26

12:20 - Started testing export, downloading export template.
12:35 - This is kinda cooked
1:00 - Ok this finally works 😭, need to make a couple more icons so starting on that now

| 📁 textexport4.zip | 8/15/2025 12:59 | Compressed (zipp... | 2,632 KB |

1:15 - new icons!

map_pressed.png	8/15/2025 13:14	PNG File	1 KB
map_open.png	8/15/2025 13:14	PNG File	1 KB
map.png	8/15/2025 13:14	PNG File	1 KB
system_open.png	8/15/2025 13:12	PNG File	1 KB
system_pressed.png	8/15/2025 13:12	PNG File	1 KB
system.png	8/15/2025 13:12	PNG File	1 KB

At 1:15 - Journalled Time:0:55 / Hackatime Tracked: 00:15

This Session - 0:55

Total Time - 18:44 / Total Journalled Time: 7:33 / Total Hackatime: 11:11

Remaining Time - 06:16

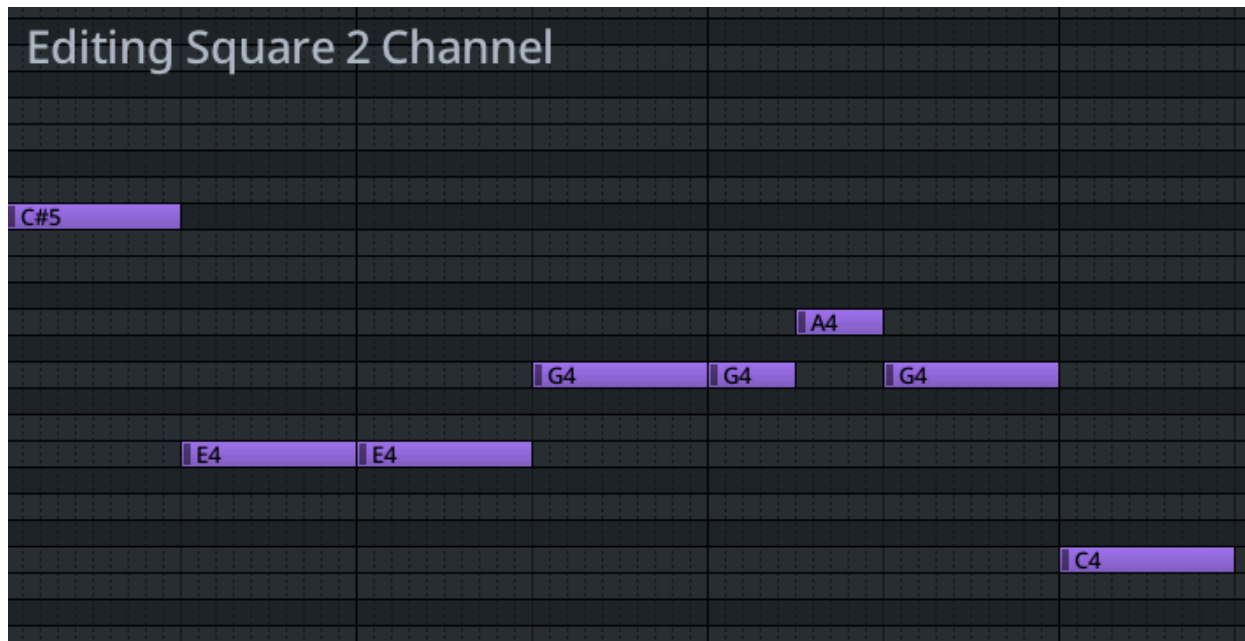**At 1:50 - Journalled Time:0:00 / Hackatime Tracked: 00:33**

This Session - 0:33

Total Time - 19:17 / Total Journalled Time: 7:33 / Total Hackatime: 11:44
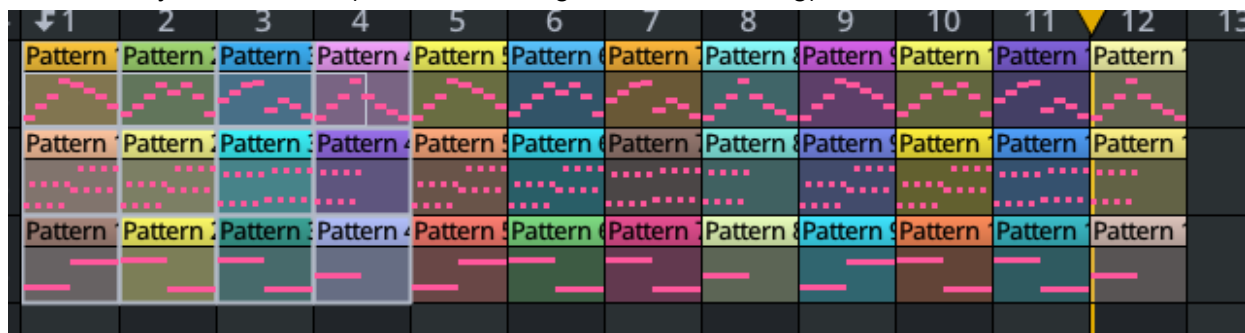
Remaining Time - 5:43

2:00 - Started working on some music

2:45 - Music is so hard what am i doing this sounds ass

3:30 - Finally almost done (music has no right to take this long)

Might still be like 30 mins of polishing tho
4:00 - Finally done what was that

At 4:00 - Journalled Time:2:00 / Hackatime Tracked: 00:10

This Session - 2:10

Total Time - 21:27 / Total Journalled Time: 9:33 / Total Hackatime: 11:54

Remaining Time - 3:33

I took a bit of a break but i'm starting again

At 5:30 - Journalled Time: 0:00 / Hackatime Tracked: 00:17

This Session - 00:17

Total Time - 21:44 / Total Journalled Time: 9:33 / Total Hackatime: 12:11

Remaining Time - 3:16

5:30 - Started working on some more tracks
6:15 - I hate music 😭
6:40 - Finished the 2nd track

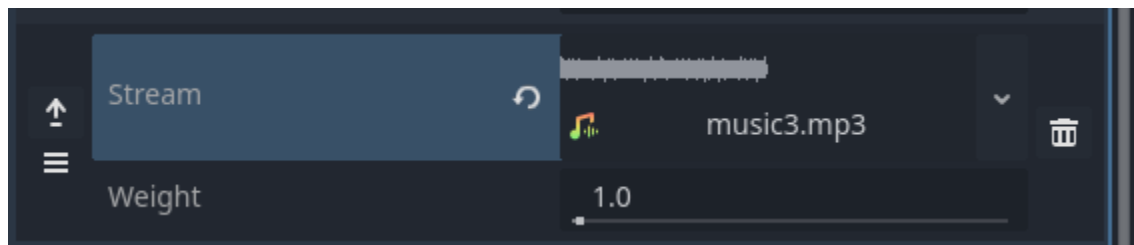**At 6:40 - Journalled Time: 1:10 / Hackatime Tracked: 00:00**

This Session - 1:10

Total Time - 22:54 / Total Journalled Time: 10:43 / Total Hackatime: 12:11

Remaining Time - 2:06

6:40 - One more track ig, i need to gain time somehow and the game itself (or the beginning part of it) is basically done, just polish left which i have no inclination to do rn
7:30 - aight thats 3 and that's enough

At 7:30 - Journalled Time: 0:50 / Hackatime Tracked: 00:00

This Session - 0:50

Total Time - 23:44 / Total Journalled Time: 11:33 / Total Hackatime: 12:11

Remaining Time - 1:16

7:30 - Started final polishing of assets for export

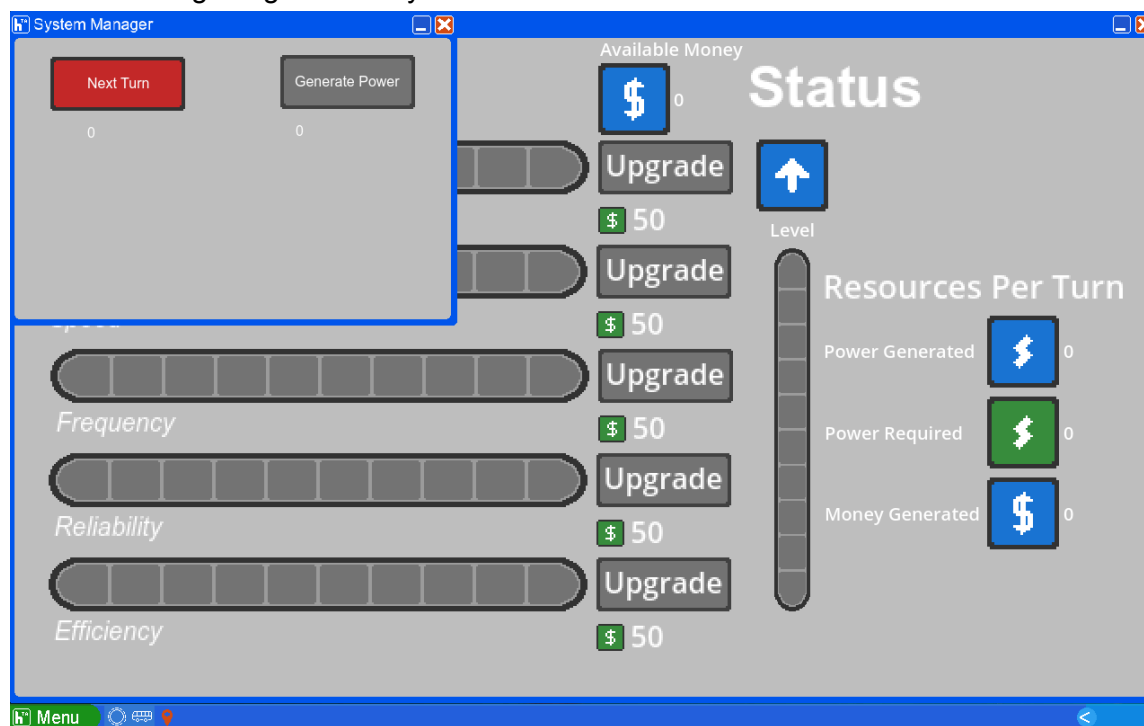7:50 - Finished some color changes on the assets

At 7:50 - Journalled Time: 0:20 / Hackatime Tracked (forgot to update this last time): 00:22

This Session - 0:42

Total Time - 24:26 / Total Journalled Time: 11:53 / Total Hackatime: 12:33

Remaining Time - 0:34

8:00 - Started getting files ready for submission

8:15 - Mostly have everything ready for submission. Journal ends here, I will add the final time entry right before i submit.

END OF JOURNAL - Journalled Time: 0:15 / Hackatime Tracked This Session - 0:33

Total Time - 25:14 / Total Journalled Time: 12:08 / Total Hackatime: 12:51

Remaining Time (-0:14)