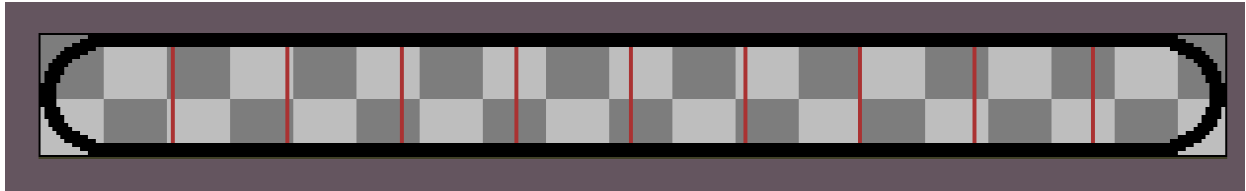


08/10

IST (UTC + 5:30)

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

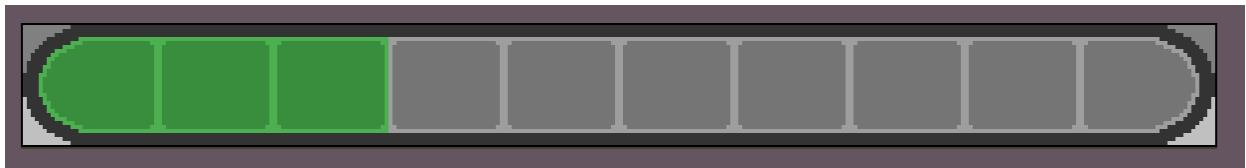
9:50 - Finished the template progress bar (this should not have taken this long but i forgot how aseprite works 😭)



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



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



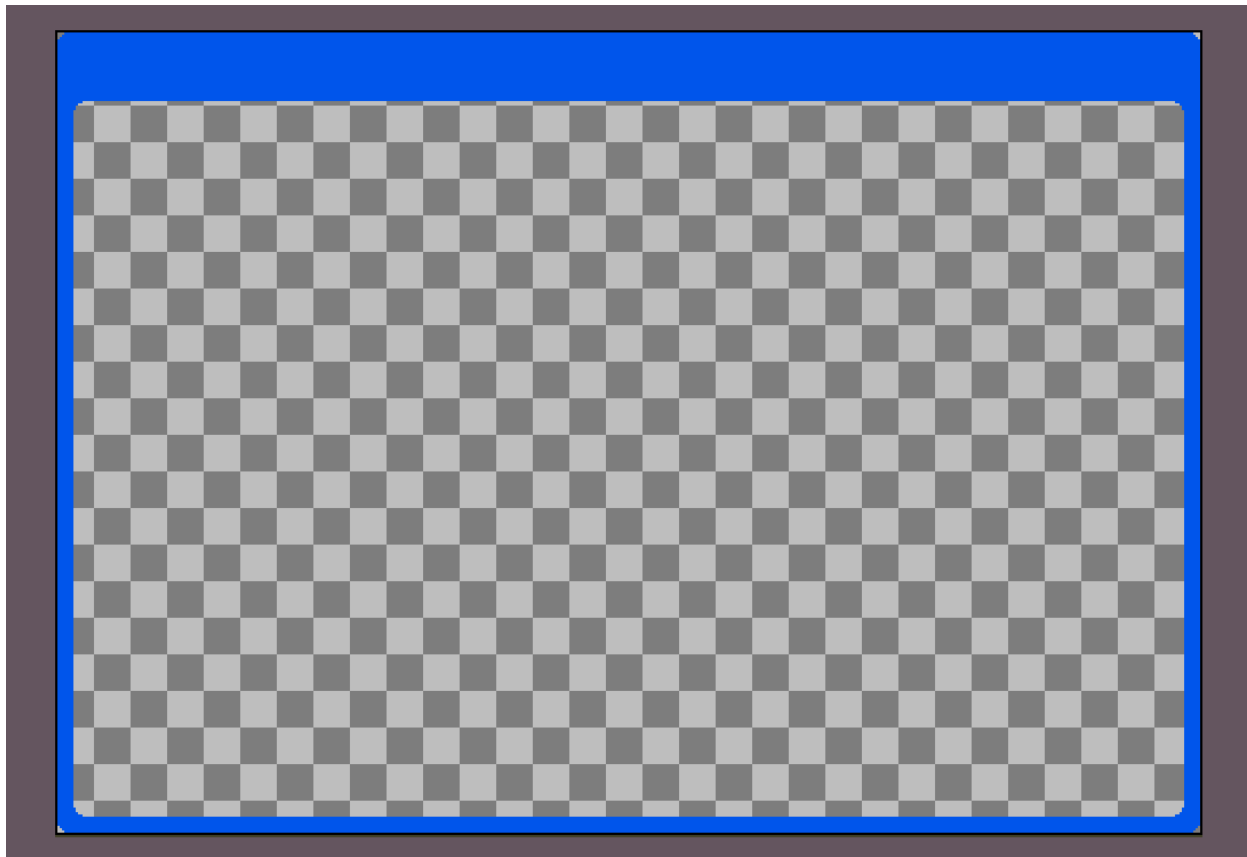
10:20 - Finished red bars



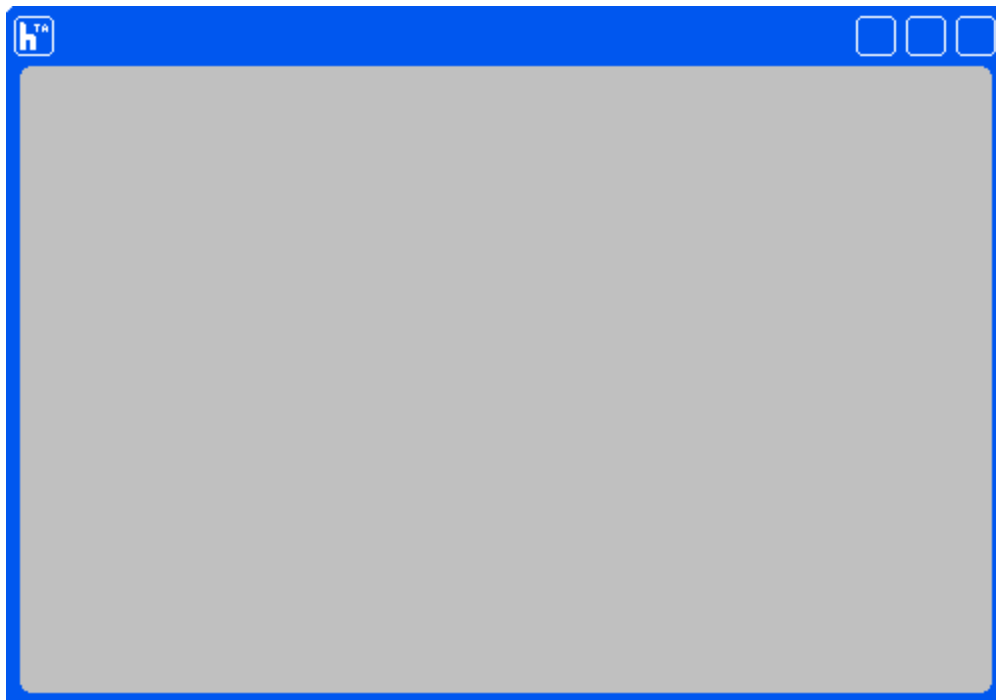
10:25 - Finished blue bars, started working on App windows



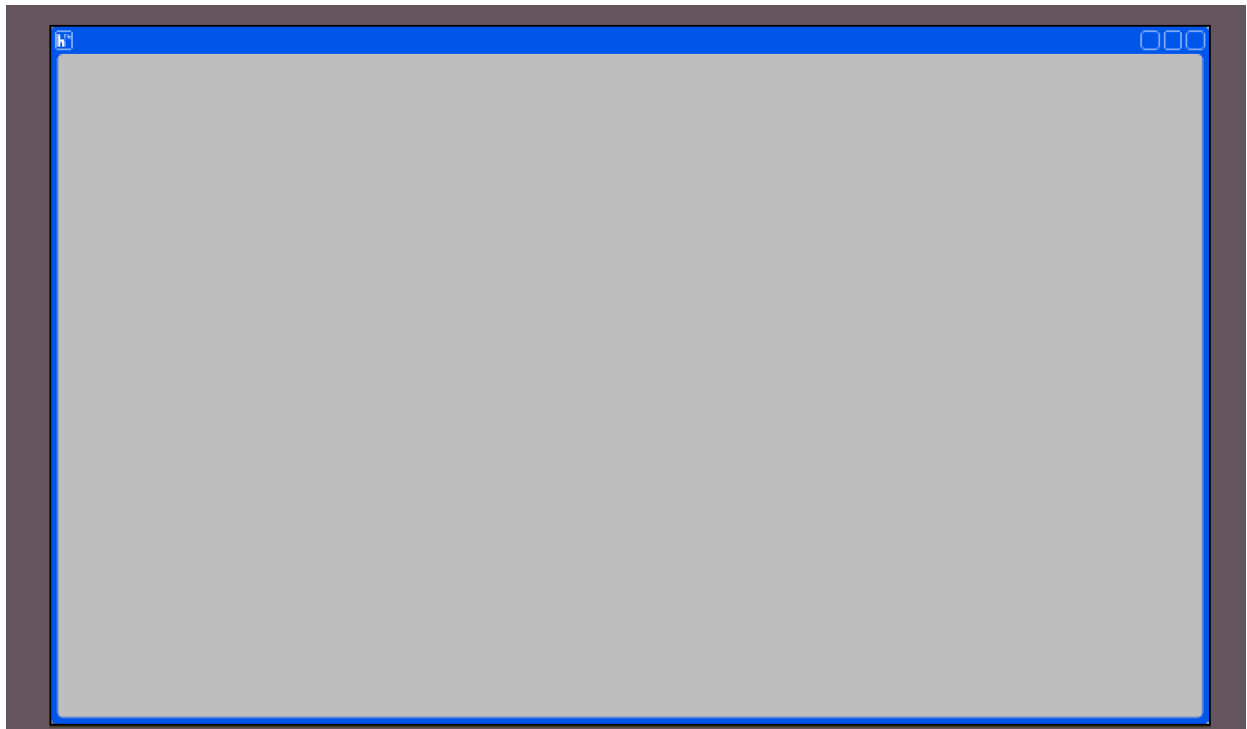
10:45 (-5) - Finished app window border (why are curves so annoying 🤔)



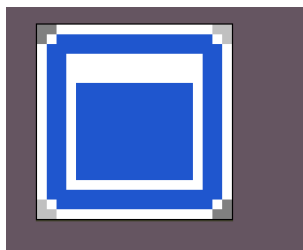
10:55 Finished app window w/ placeholders for minimize, maximise, close



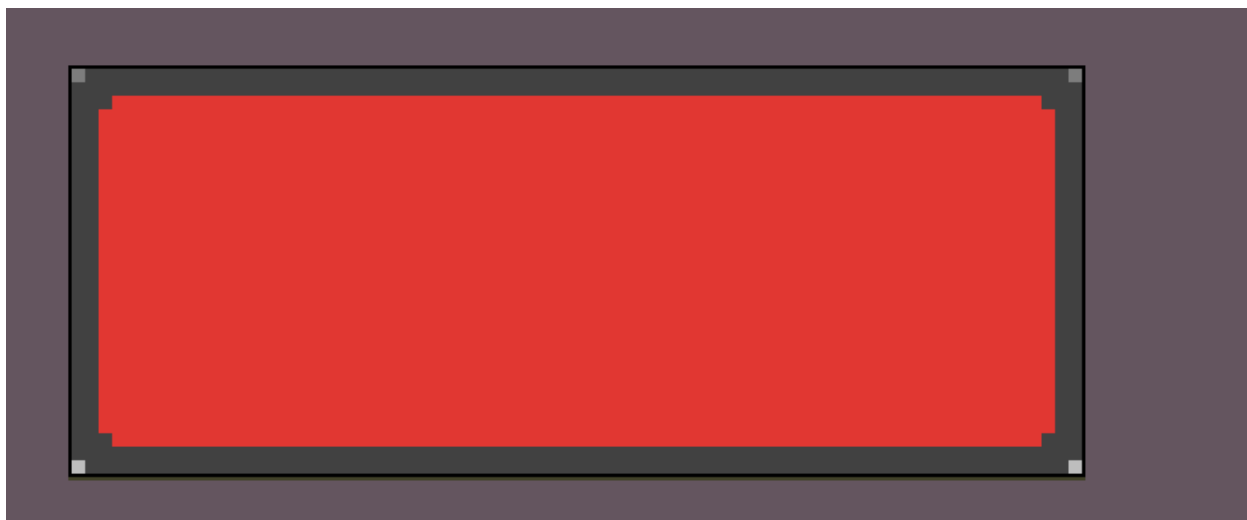
11:03 Also made the larger version



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

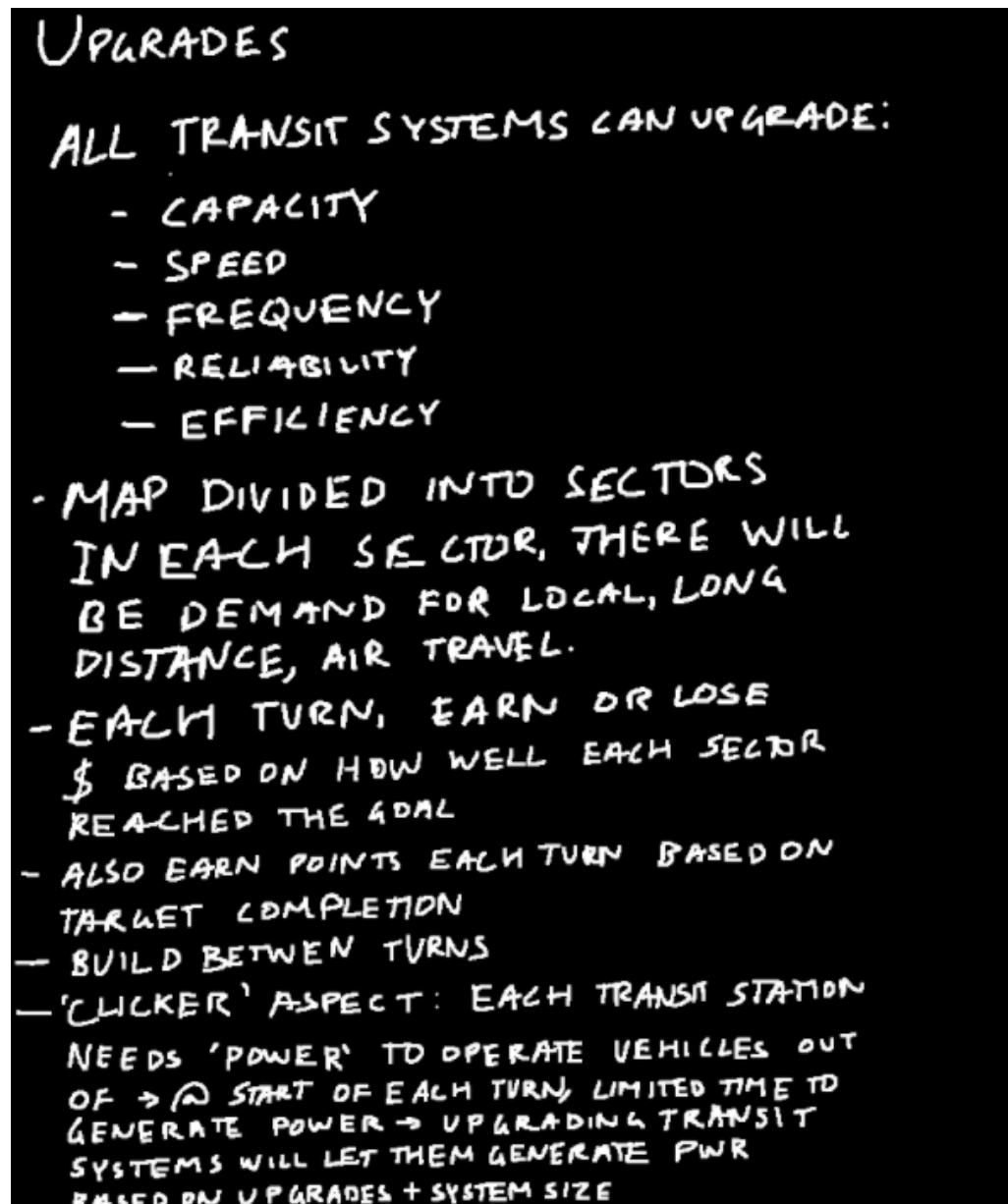
2:20 - Started working again -> brainstorming

(<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)



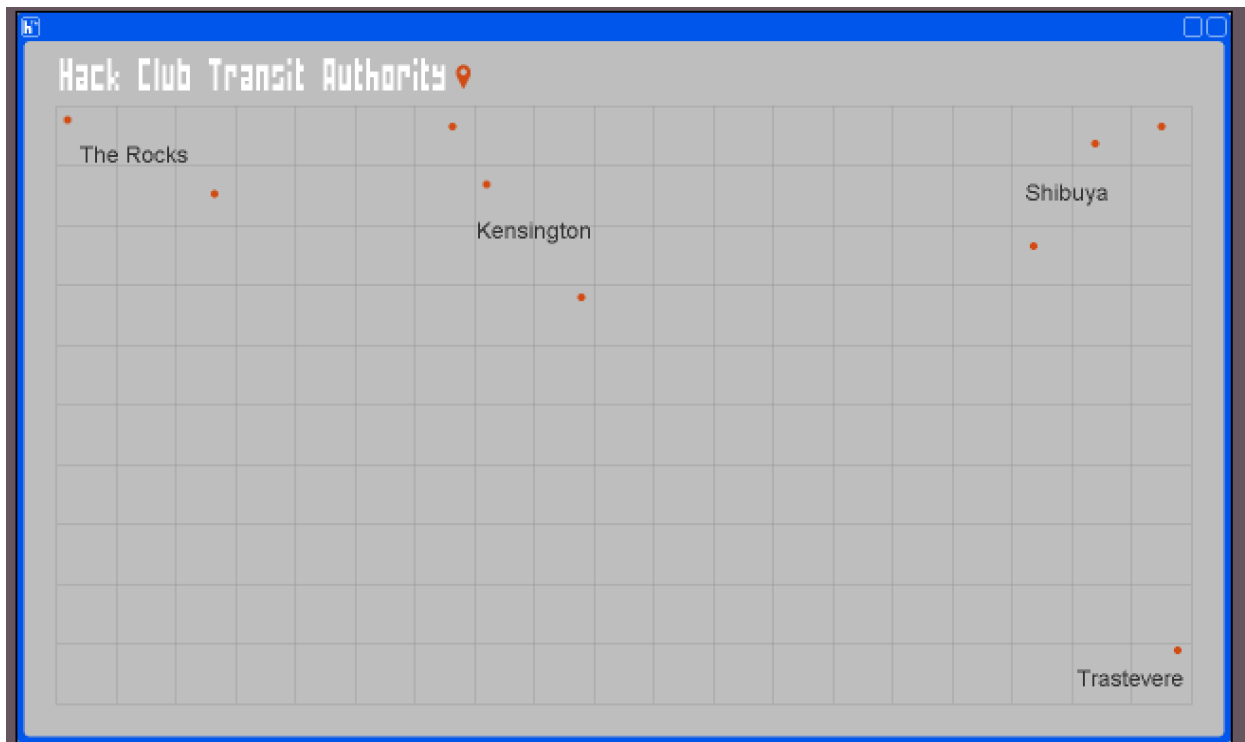
3:25 - Finished the grid (too much math 😭)



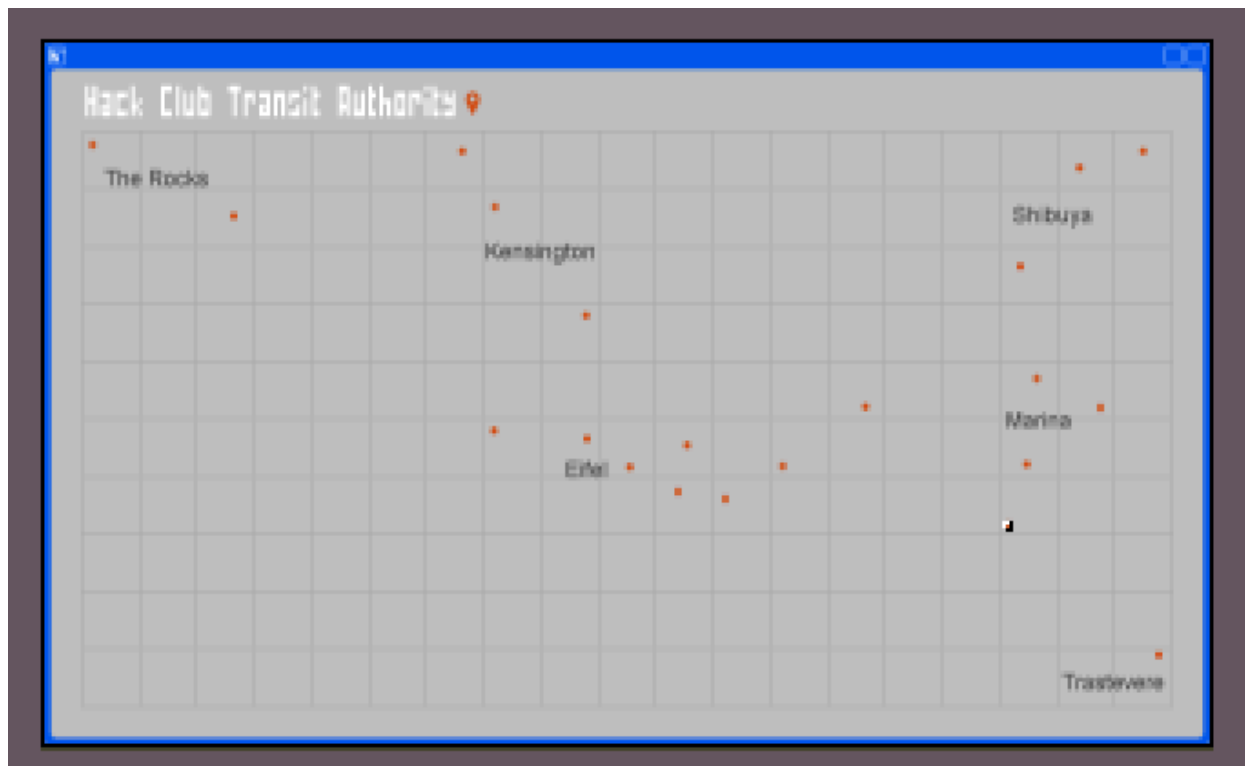
3:35 (-10) - Started working on brainstorming station names

3:45 - Almost finalized station names list

4:00 - Started with the map



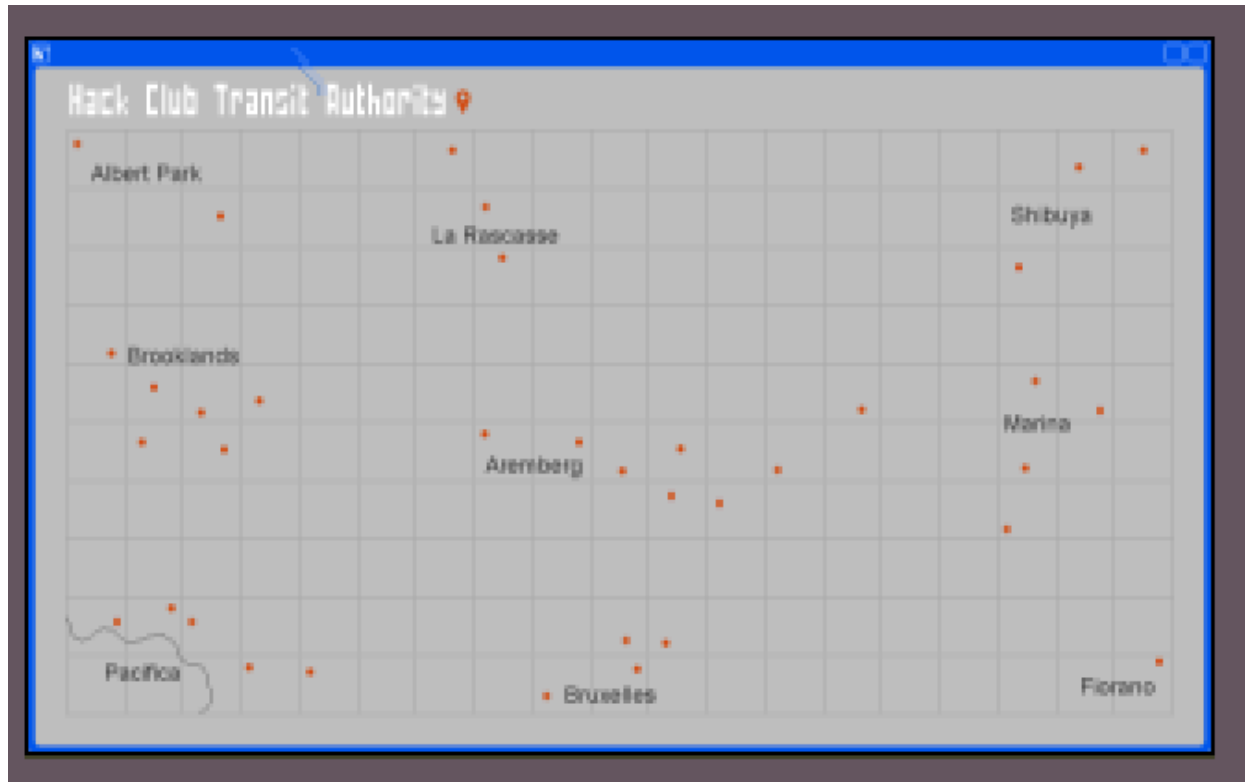
4:05 - Halfway done, back soon



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

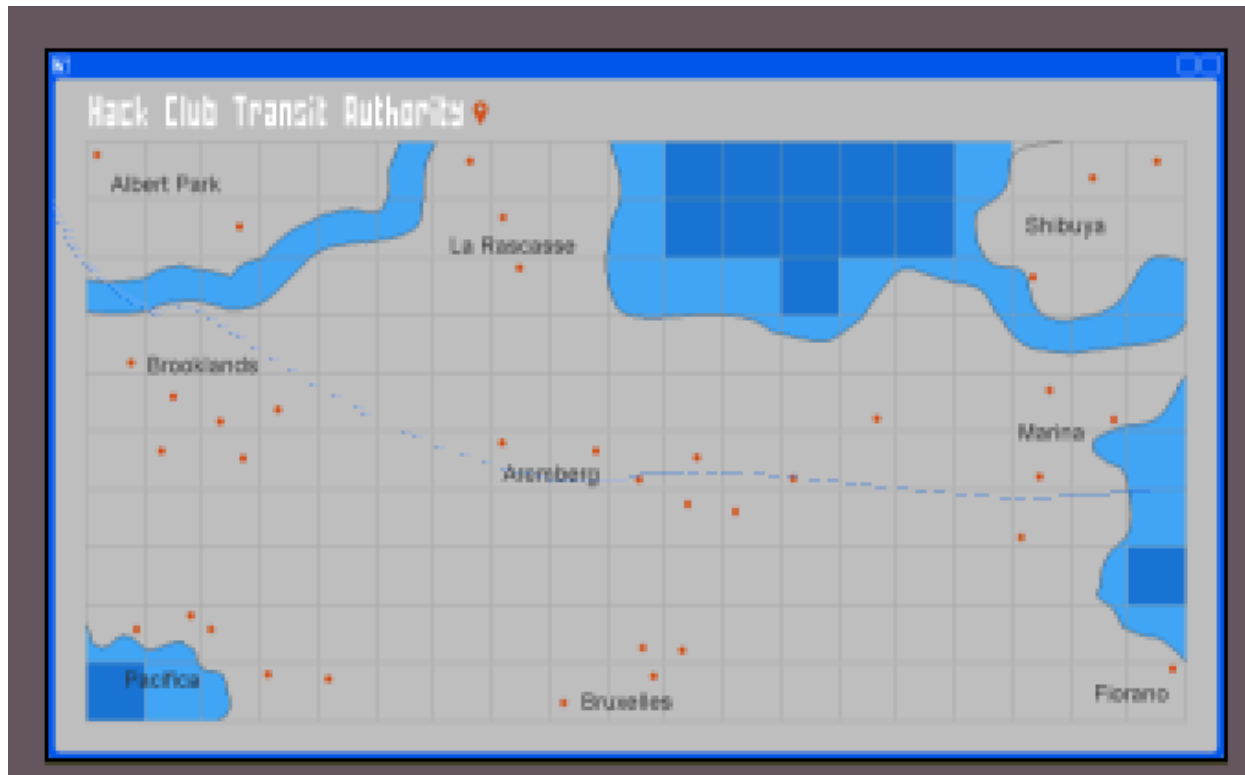
9:00 - *I was not back soon* - Anyway continuing to work on the map, i'll have a full list of station names soon (inspired by various stations/street names from places around the world)

9:25 - Finalized station names, district locations, started drawing water areas on the map.



District	Stations
Albert Park	Whiteford, Clark
La Rascasse	Sainte Devote, 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

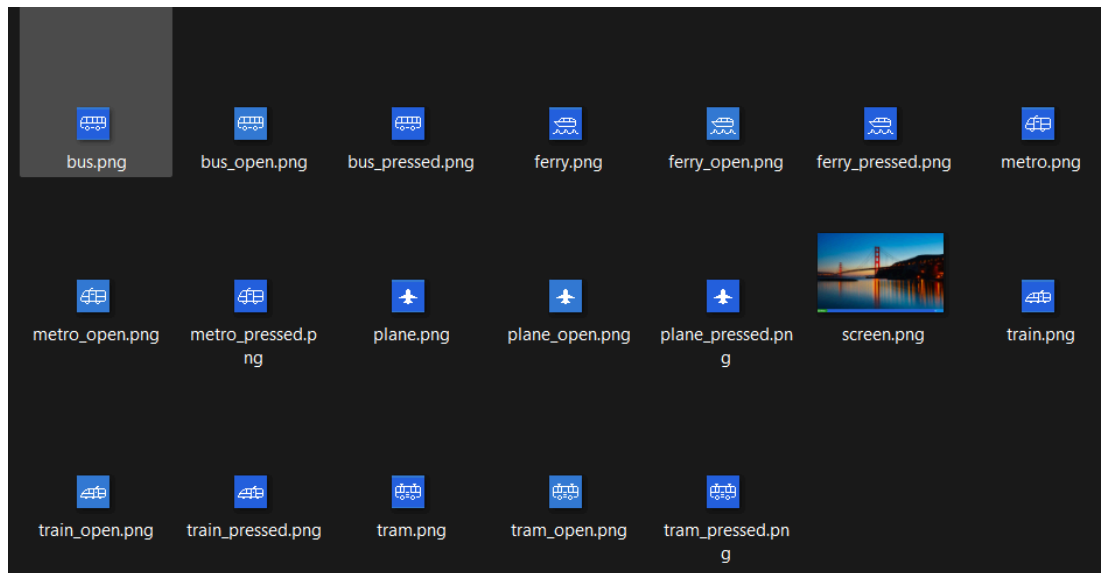
12:40 - finished the main screen



12:45 - finished bus icons



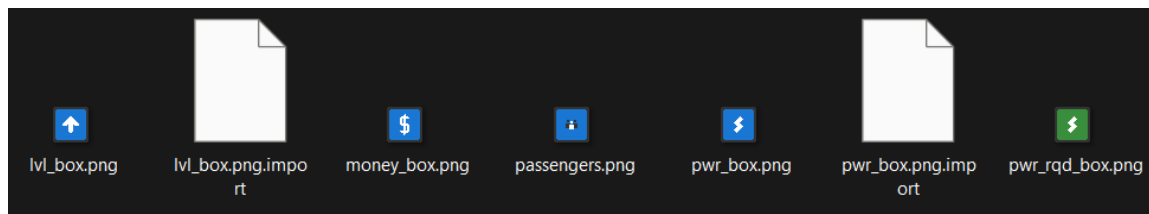
1:05 - Finished all icons



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

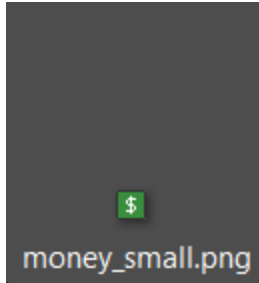
Total Time - 9:41 / Total Journalled Time: 5:40 / Total Hackatime: 4:01

Remaining Time - 15:19

08/12

IST (UTC + 5:30)

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



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](https://sidsenthil-exe.itch.io/hcta) 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
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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

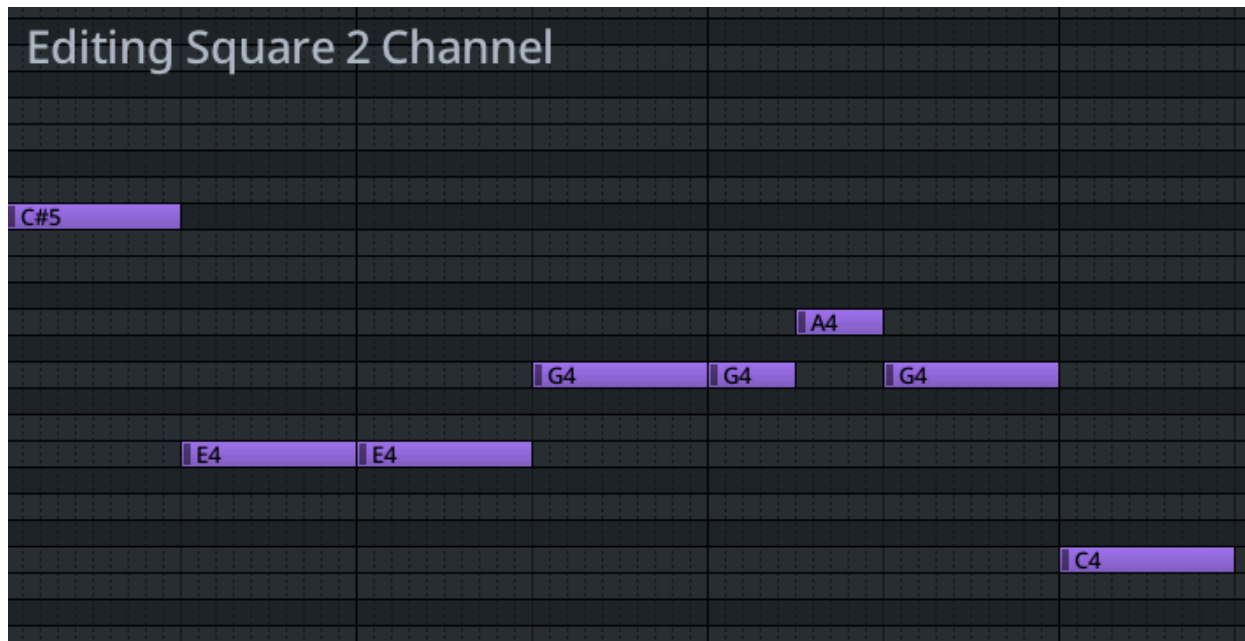
This Session - 0:33

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

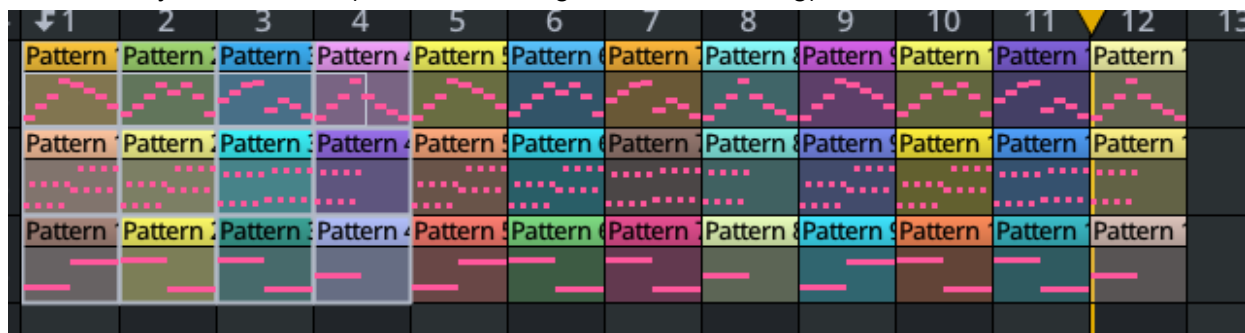
Remaining Time - 5:43

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

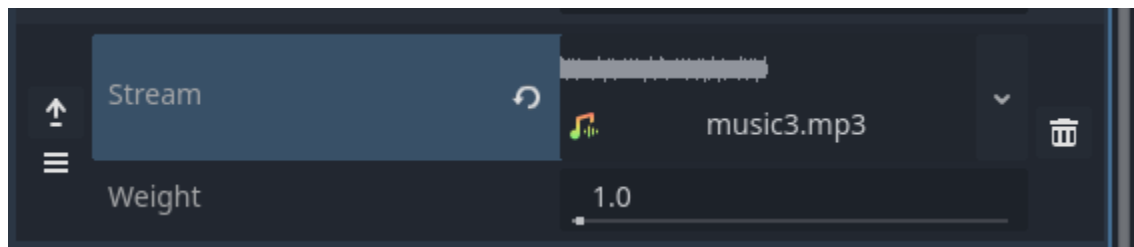
This Session - 1:10

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

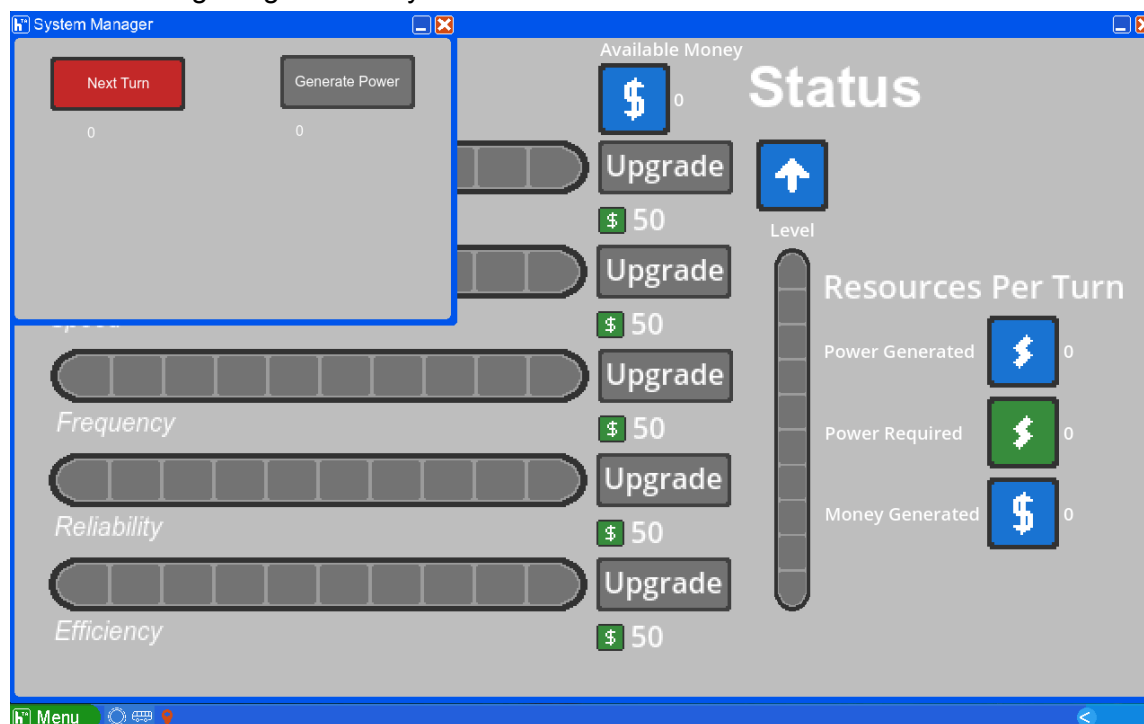
At 7:50 - Journalled Time: 0:20 / Hackatime Tracked (forgot to update this last time): 00:22

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

Total Time - 25:14 / Total Journalled Time: 12:08 / Total Hackatime: 12:53

Remaining Time (-0:14)