

Dev Notes

[7] 8.30.25 // day 7. extension

xx hours

\12h 24mins total\

time to lock in. 8:26am. idk, without ctrl z it's hard tho.

8:37am. did some research and found out i can do it manually with an on-screen keyboard lmao, kinda functions like an ipad. so i'm gonna use that. i'm worried about getting actual gameplay down, so i think i'm gonna export from blender into godot and fix any issues that arise from that, and then i'll just use csg boxes for the platformer 'cause i don't have much time. then i'll just import materials and whatever to make it look fancy. then i'll spend my time working on music and ambience and whatnot. maybe a main menu. depends on how much time i have.

8:40am.

\14 mins

\12h 28mins total\

8:57am. still Blender-ing. I can do uppercase letters, but it's a bit painful because I have to use Caps Lock. Or the on-screen keyboard, yeah.

9:15am.

9:16am, blender froze. aaa.

\36 mins

\13h 4mins total\

this is gonna take a long time lol. hhh.

9:36am, almost done.

\20 mins

\13h 24mins total\

lmao why is this gonna take the whole day t-t

[6] 8.29.25 // day 6. aaaaaahhhh

xx hours

\12h 12mins total\

8:25am. gonna try to change the blender background in the rendered mode bc why is it a bathroom

8:27am, got another hdri from polyhaven yippee

8:29am gotta go

\4mins

\12h 16mins total\

12:12pm, i'm back. just for a bit. gonna continue modelling.

12:14pm, gtg.

\2 mins

\12h 18mins total\

9:47pm, gonna finalize the game theme music. i'm lwk falling asleep tho idk.



made progress. 9:53pm. but i think i'll sleep now bc i literally cannot stay awake.

\6 mins

\12h 24mins total\

[5] 8.28.25 // day 5. lock in

xx hours

6:44pm. my shift key doesn't work and control either so idk. last title was lost and now i can't use colons so yeah. gonna try getting hackatime working again...

\10h 14mins total\

7:03pm. idk why it's not registering. i swear i'm rebooting it the same as i usually do, what with terminal and everything.

eh, my .wakatime.cfg file reset itself. time to fix that. 7:05pm.

\21 mins

\10h 35mins total\

7:10pm, i think i fixed the godot issue. hmm. i'm gonna test it.

\5 mins

\10h 40mins total\

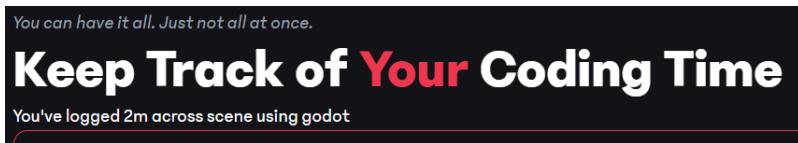
7:23, i'll be back. was trying to fix blender.

\13 mins

\10h 53mins total\

8:30pm. i'm back. i fell asleep.aaaaaaaaaaaaaaaaaa.

8:32pm. workie.



8:51pm. blender files are not properly loading in blender itself yet, breh, and id on't see a new project being made in hackatime.aaaaaaaaaaaa...

\19 mins

\11h 12mins total\

yhhhh 8:59pm finally blender works too

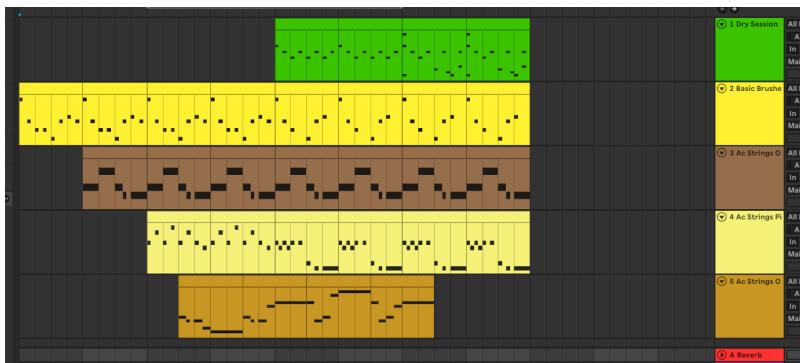
\8 mins

\11h 20mins total\



10:33pm, i'm back. gonna try and finish the theme in ableton today.

10:37pm, progress.



bruh putting images in takes too long without my keys working. ;;;

10:43pm. it's okay now. i think i should prioritize making the actual platformer in blender and then having actual functionality stuff happen in godot. by tomorrow...

\10 mins

\11h 30mins total\

haha, 14h. i'll continue working then. it's kinda rough with school. at least the last round is next week.

11pm. still going.

\17 mins

\11h 47mins total\

i lied btw, im still music-ing.

11:42pm, gonna sleep now.

\42 mins

\12h 12mins total\

nah...sob

[4] 8.27.25 // day 4. plane, idrk what went here

xx hours

<10h 6mins total>

Hackatime didn't track the time I worked offline. I shouldn't have changed the name of the Blender file I was working on :/ I'm gonna fix that now, but there's still no guarantee that it'll work.

9:33am. Started working 9:25am iirc? Trying to get Hacka to work again qwq

9:38am. Still no. Why does my API key keep disappearing from Blender??? And why is Godot crashing out too???

9:41am. Gtg. Oh, well. It's 7:41pm in the time zone I'm in, actually. I'm just reading off of my computer.

\8 mins

\10h 14mins total\

[3] 8.26.25 // day 3. plane - soon

xx hours

<4h 20mins total>

8:42am, but I started 8:40am. Gonna clean up this doc rq.

8:43am, done.

8:52am. Trying to figure out why I keep falling through the floor. I thought I turned collision on.

...

I see the problem now.

I'm floating up, not falling down t-t

Gtg, gotta check-in. 8:53am.

<11 mins>

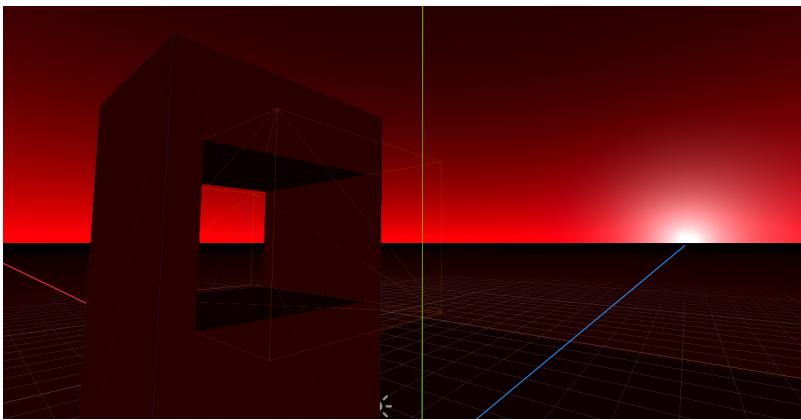
<4h 31mins total>

Started working 10:25am, it's 10:26am. Fixed the gravity thing - I was adding to y instead of removing from it. Everything still looks terribly weird tho because of the lighting.

Gonna try and figure out how to add environmental lighting that's red/black but like you can still see things in it.

Okay, made a WorldEnvironment node. Ambient light's red now, 10:30am.

10:45am. Finished the environment a bit ago and forgot to add the screenshot...I'll add that now. I'm working on getting Blender's Hackatime extension working again.



Oh, k. Ig it stopped working on Hacka and only on Waka. I'll transfer heartbeats whenever I'm on safe Wi-Fi.

Doesn't look like it's migrating properly tho? This used to work perfectly fine.

10:58am. Still bugging. Sent a msg in Slack to help debug, then searched in that channel for ppl who had similar problems...and found an old question I'd asked that was basically the same thing. Oops. I'm gonna re-run Hacka setup time tracking.

<23 mins>

<4h 54mins total>

So like 20 more hours. Auuuguguuguauha.

YUHHUHH IT WORKS 11:01am now!



I'm lwk sleepy rn tho so brb.

<3 mins>

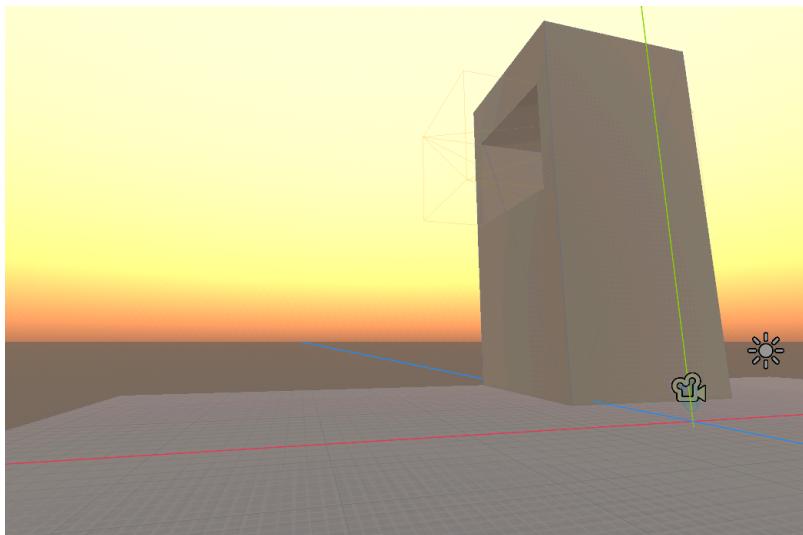
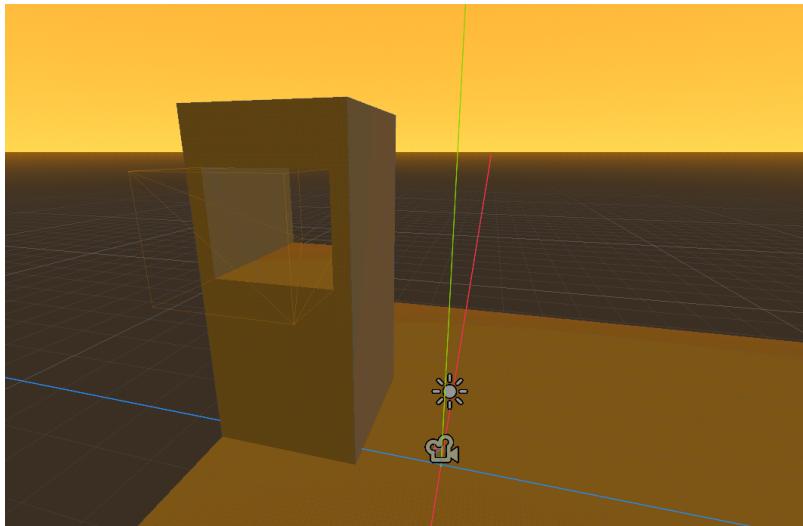
<4h 57mins total>

11:07am, back. Time to model this. I wanted to sleep more tbh but I may or may not have leaned back my head too much and bumped into another guy's head. Oops.

Anyways, yeah. Modelling time with CSG boxes. Think I'll have the player in a basement and there'll be signs that keep repeating "OUT" and "GET OUT" and "LET US OUT" and smth about corruption. Basically you have to just keep going up to a point where you can see the whole city. Then platformer-style to the gates, but it's just as desolate outside. Tbh, a bit cliche. But yeah.

Well, maybe Crimitine doesn't have to be completely red bc I lwk cannot see anything in this environment. Maybe a gray-blue or gray-brown.

11:12am. Yeah, this is more doable. Altho I don't like how the boxes aren't gray anymore.



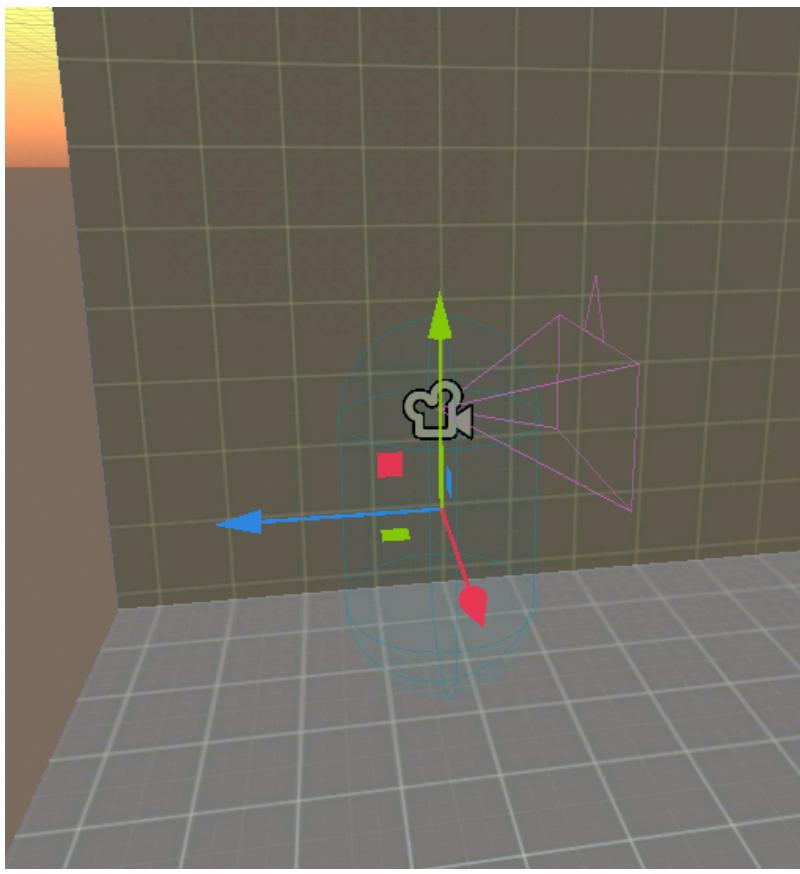
Kinda fixed. This is better. 11:16am.

<9 mins>

<5h 6mins total>

11:22am. Making the basement rn. Why does the entire player body move around a point when I turn my head lmao lemme fix this

11:29am. Bruh it's still bugging.



:)

11:33am, fixed. The player node was at the origin for whatever strange reason.

12:01pm. Made progress on the basement map. Might want to have a bit where you gotta crouch under and jump over pipes before going upstairs. Gotta add a crouch function, then.
12:02pm.

<46 mins>

<5h 52mins total>

18h left. Gonna get on the plane now, seeya.

2:36pm. I'm on the plane now. Idk what time zone it is, but whatever. Gonna continue modelling the basement.

2:43pm. I've finished most of the walls/floor/ceiling structure stuff for the basement. Just gotta do the final room w/ stairs (prob just slanted rectangles for now to save time) and then add the fallen stuff in the long room that you gotta avoid. After that, the stairs go up to ground level, but you're sectioned off from the world (so it's not open-world and I don't have to do hella work...haha) and you'll climb up a some staircases on the side of an apartment building and then you have to walk on the outside of the building and jump onto part of a broken ladder of another, and there's stuff you gotta avoid. Maybe it's slightly glowy so you know not to touch it. You take damage if you do. And then it gets less realistic, like floating chunks of road and stuff

you gotta jump on to fulfill the requirement of "platformer." It'd be cooler if there were enemies and stuff, but I don't have enough time or Wi-Fi. I'll be using the asset library I downloaded from Polyhaven as well. My first time trying to use other peoples' assets. If it were up to me with infinite time tho, I'd make it all by myself. But, unfortunately, time is the most scarce resource we all have.

OK I need to yap more about this project or else it's not gonna count. Umm. 2:50pm.

<14 mins>

<6h 6mins total>

Breh. 19h left. Why'd I saw 18h left before? That's only 24. I can't do math.

Right, this project. So after all the parkour stuff, you exit through the gate and it's like yippee, congrats, you won. You escaped. But there should be like a "to be continued vibe", like all the signs so far have been "GET OUT" and "WE NEED TO ESCAPE." But the last cutscene should zoom in on like writing on the wall that says "i want to know..." and under it, a sign - "I NEED TO GET BACK IN." And then red stuff drips out from under the sign (is that possible in Godot?) and then there's some flickering and then there's just infinite "GET IN" on the walls. Hope that's possible lmao. 2:54pm. Gonna continue now.

<4 mins>

<6h 10mins total>

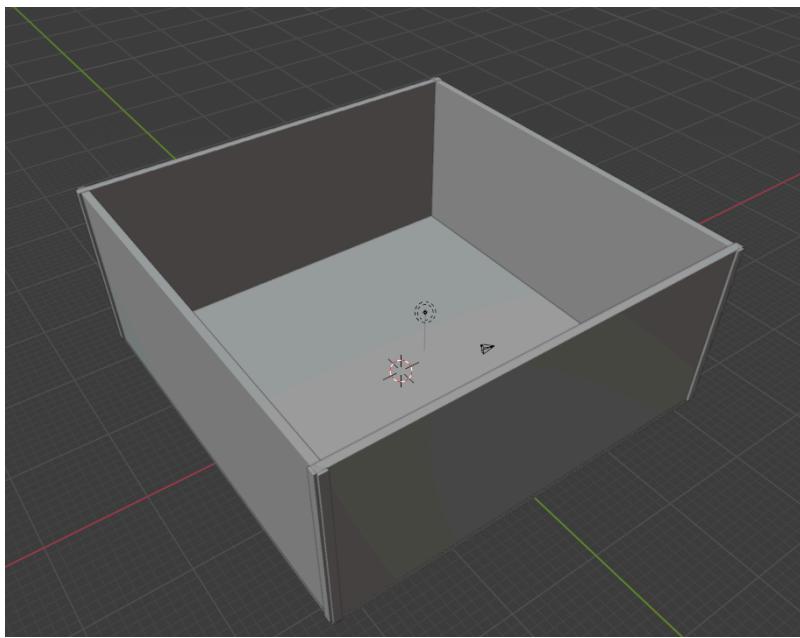
2:56pm. Lwk am impatient, so after the basement is done, I might just start modelling it right away. Crap, idk if I have the textures tho. Nah, should be fine. I think. I hope. 2:57pm, I'm gonna start now smh

3:00pm. Done. Lwk, the gravity is not realistic. Lemme fix that.

Gravity still feels weird. I lowered the jump power and also walkspeed. Walkspeed feels fine now. Aight, time to model the intro room in Blender. Or should I see if any of my Phassets have anything modular?

3:07pm. I have a decent amount of things, but not everything I want. It's fine, though. I have a lot of materials and a decent amount of very good assets. I'm gonna start with the room now.

Got the basic room down. Time to add textures.

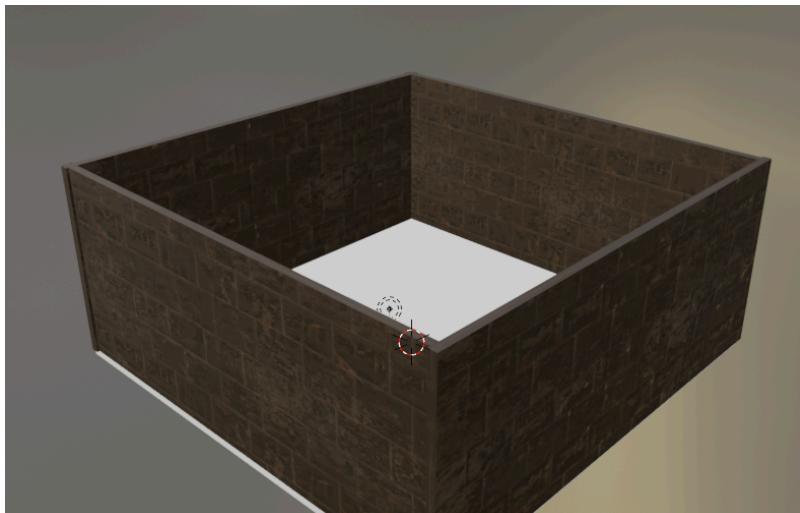


3:15pm. Bruh, added one texture to Blender and now it's crashing qwq

<21 mins>

<6h 31mins total>

3:23pm. Got a nice wall going. Just the floor and the ceiling, and then I'll add assets.



3:51pm. Current progress.



If I'm being honest, the color of the shelf's wood doesn't really match the vibes. Let's see what I can do about it, but tbh idk if there is much I can do.

3:58pm. I keep getting confused whenever I do 3D projects. Should I just have made everything modular? Uhhhhhhh. Should I just make the entire map in Blender??? That honestly feels like the best thing I could do rn. All my rooms always feel so empty too :/

Making some progress. Lwk feel dead tho. Might take a break and watch some Wind Breaker. I need to get more eps...4:06pm.

<51 mins>

<7h 22mins total>

Geh. ~7.5h, so 17.5h left. Bruhhh. Yeah, Wind Breaker time.

7:19pm now, time to continue. On my next flight rn. 7:20pm.

7:31. Adding modular pipes to the intro room. After I finish [#pipeifying](#) wait that's a thing? Anyways yeah after that I'll finish the rest of the basement. Ngl, I might be modeling the entire thing in Blender lmao. 7:32pm, will continue working.

7:37pm. Pipified!



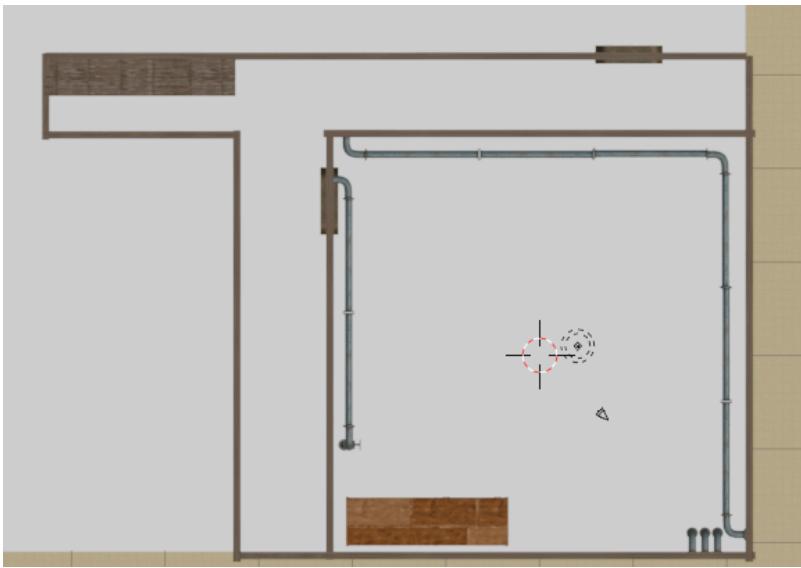
7:39pm, gtg to eat dinner.

<20 mins>

<7h 42mins total>

7:48pm. So, food's not here yet 'cause we're not sitting near the front of the plane this time. I'm gonna do the layout for the rest of the basement now.

Top-down view so far.



7:55pm. I'm gonna put the laptop away now for dinner.

<7 mins>

<7h 49mins total>

8:43pm - 8:44pm. Starting now for a bit.

9:04pm, brb.

<21 mins>

<8h 10mins total>

9:20pm, back.

9:29pm. Finished the basement layout, excluding the stairs. I'ma pipeify and beautify the basement first.



^ pipe tunnel

Random cat bc why not. 9:35pm.



<15 mins>

<8h 25mins total>

~8.5h. 16.5h left. Let's go.

Uhh so usually I can extrude text but idk why it's not letting me t-t and I can't find fonts w/o internet so whatever. This game already looks really suspicious. I need to do smaller projects where I can learn to model small things that look nice properly. Ghhh. 9:42pm.

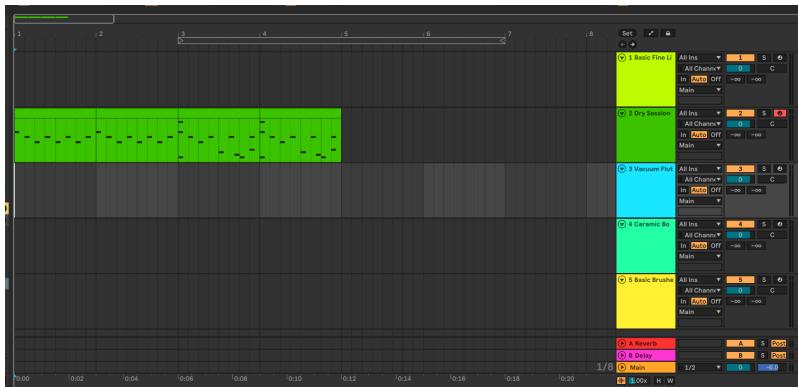
9:47pm. Finished, ig? The text is really not looking good tho. Hh. Oblivescence and Crimitine (this) could have both been a whole lot better if I had more time and more experience. Oh, whatever. It is what it is. This is giving me experience, probably (I need references and also room decor practice too...). 9:48pm.

<13 mins>

<8h 38mins total>

Lwk feeling bored of Blender bc I feel like I'm not making anything substantial qwq. 10:07pm. I'm gonna make music for this instead. Something solemn or like bass-y.

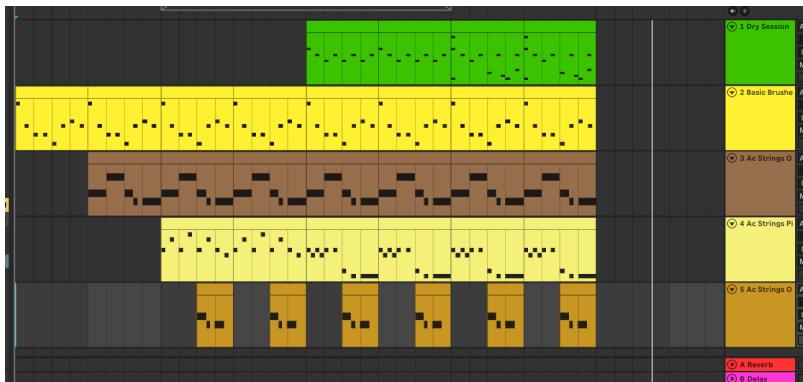
10:15pm. Progress.



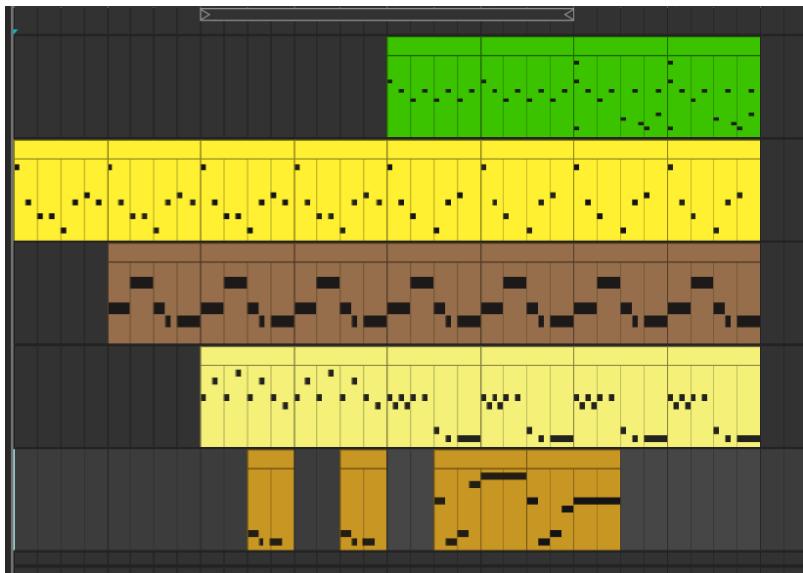
<27 mins>

<9h 5mins total>

10:37pm. I'm liking it but it's a bit repetitive rn :D



10:45pm. I have the main bits down. I think I'll want to expand it to be like a lot longer, like an actual soundtrack. Wish the game was good looking tho :/ it looks pretty cheap rn.



I think, instead of going and making an entire city lmao (maybe another day), I think I'll just have some tower parkour going for me. 10:47pm. I'll make the tower in Blender and make individual parkour objects in Godot so that I can more easily edit impossible jumps (or make possible jumps easier whenever I have a skill issue). But yeah. 10:47pm still, bruh.

10:48pm now.

<33 mins>

<9h 38mins total>

~9.5h. So...15.5h left. BRUH. I think I'll make the sign graffiti type things in Procreate now, and then I'll make the tower. I wish I could find a way to make the interior feel less empty. Like, I don't need hella objects, but it just feels like it's missing something. Like it's too plain, too simple, too something. Whatever. Graffiti time :D 10:49pm.

11:10pm. Finished the "OTHER WAY" and "TIGHT FIT?" graffiti. Brehh. My neck hurts. I might watch another ep of Wind Breaker. Or maybe I'll watch a movie here, since I'm on a plane. I do want to finish my hours for Roulette tho :/

<22 mins>

<10h total>

Ooh perf. Now it's 11:11pm tho. Make a wish?

11:14pm. I lowkey want to sleep but then I'll have jet lag. But then I'll be sleep deprived if I don't sleep? Bruh. I just wanna get my hours done :(15 more...

11:16pm. So lwk yeah I am not being productive rn. I think I'm just gonna sleep and wake up whenever I'll wake up, yeah? 11:16pm still.

<6 mins>

<10h 6mins total>

Gn.

[2] 8.25.25 // day 2. 24 hours

3 hours 28 mins

<52 mins total>

9:44am. Time to continue setting up the level builder. Wait actually brb.

10:01am, back. Time to implement this thing.

10:03am. Idk the difference between an ORM texture and standard. Lemme see.

Also ik I went with "Unrising" and that it'd be pain to change it, but like I'm not vibing with it bc I had GPT help me brainstorm with my ideas. I'll wait on an original idea if it spawns in my head...

OK apparently ORM is almost the same as standard but it's diff in some way like less detailed or smth but it saves storage. Cool. I'll go with standard for now. Anyways. Oh crap, I need to download wakatime for Godot again. I should lock in with my title then for Hackatime.

Hmm. Idk if I can make ppl following the player, especially because I haven't done that before and it's likely most of this project will be worked on without Wi-Fi on the plane. So.

10:12am. Think I'll make it like a city and you gotta parkour through it. Maybe you get jumpscared lmao? Like if you fall. Or maybe there's just a blackout. Still parkouring through the tops. Maybe you're trying to escape, yeah, and you keep uncovering clues. Skyline? Or Red Line. Lol, the train...I'm ngl. Oblivescence would have been the better name for this. Whatever.

Oh. Was gonna do red lining but I think it was familiar bc of history class. Never mind. Red Lines? Crimsontime? It's a bit weird but I like it.

I'll go with Red Line. No. 10:26am now, help. I like Crimsontime more, but I want to make it cooler. Scarletime. Scaramtime. Scarime. Crisca. Scaritime. Or Crimitime. Crimtice. Sounds like Hackatime. Crimitine. I'll do that. Sounds like criminal. 10:31am. Actually, Crimsitine. No. Crimitine.

<30 mins>

<1h 22mins total>

10:36am now. Implementing these changes in Github and my file explorer now, ig...

10:42am. I'm working so slowly rn. This is not great. Um. Help.

<11 mins>

<1h 33 mins total of deliberation tbhhhlsdldfjkasalfkdjog4ierf>

10:56am. Fixed everything, now I'm just re-importing to Godot.

<14 mins>

<1h 47mins total>

Gotta download the Wakatime extension, and then I gotta get a grid texture from smwhere for the 3D level editor.

11:06pm, yeah. I need a grid texture. I probably am gonna have to make one in Procreate and then upload it. Or smwhere else...

11:08am, wakatime's enabled!

<12 mins>

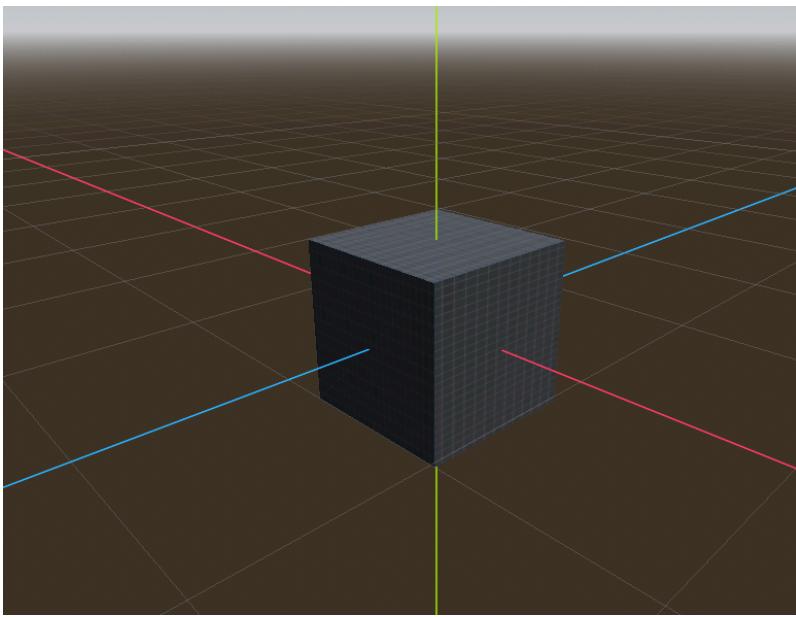
<1h 59mins total>

Breh, and then I still need 23 more hours. Brehhh.

Opening Clip Studio for the grid texture...

11:13am. OK, tbh, I think I should just get a royalty free one and then I'll get fr assets later.

11:24am. It's like, kinda ugly rn.



Wait okay nvm again. So I'm gonna re-download the grid texture from the thing the video sent because that one's better. But also I'm a bit confused because there's a thing I have to do that isn't showing up like it is in the video. Prob because they're using a spatial material, but I don't see that option for whatever strange reason. 11:27am.

<19 mins>

<2h 18mins total>

Brb.

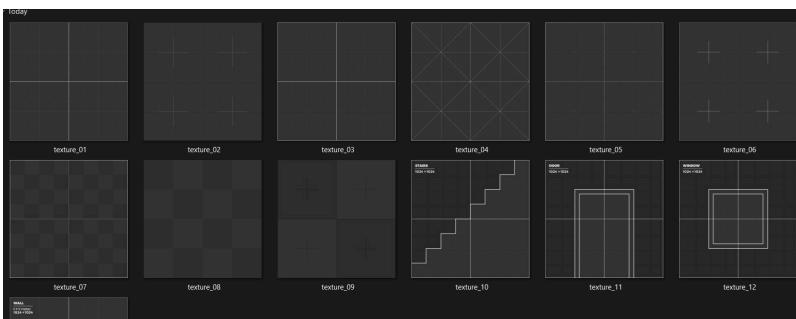
3:18pm, I'm back. I fell asleep, then had to eat lunch, then had to go do smth. I'm back now, tho.

Working on getting that new texture into Godot. 3:30pm.

<12 mins>

<2h 30mins total>

So many options ;;



3:45pm. Ended up going with the first one, but I'm still confused as to why I have a standard material instead of a spatial one. 3:47pm, apparently it's cause that's what the standard material was called in Godot 3.0. OK. That makes more sense.

3:48pm now.

<18 mins>

<2h 48mins total>

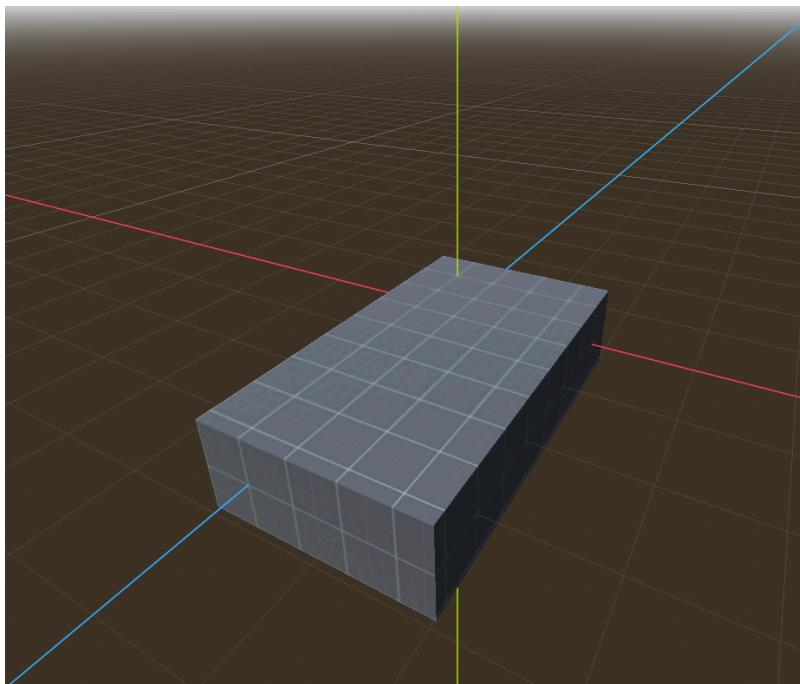
3:56pm. Wth. They're like finding properties that I can't find in this video 'cause it's so old, wth.

4:01pm. FOUND IT. It's under UV1 when you open the material props. Triplanar, I mean. Bruhh. Are all my hours gonna come from looking for things t-t

<13 mins>

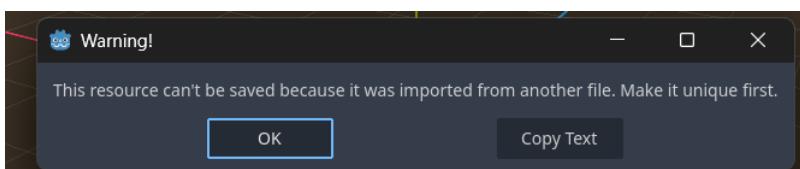
<3h 1min total>

OMGOMG it works finally lmaoo



Looks a bit duller than the one in the vid, but it works.

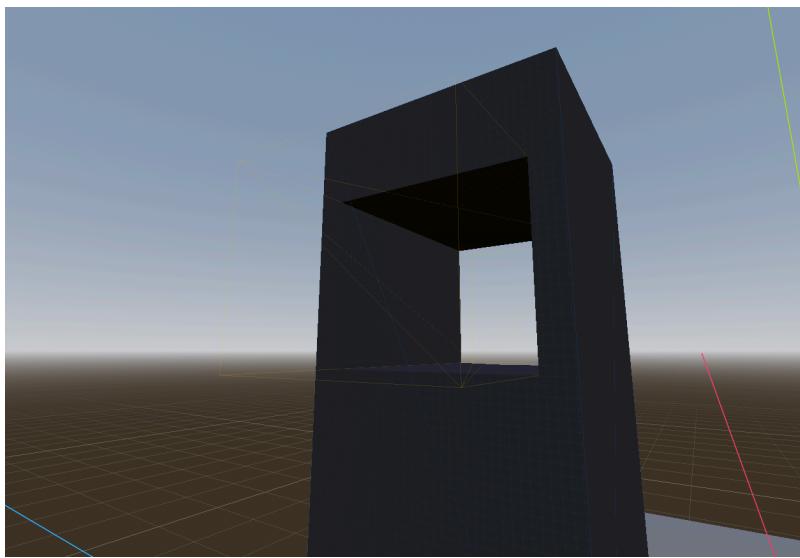
...Eh?



4:05pm, found it.

4:13pm...

I MADE A BUILDING AND MADE A HOLE IN IT!!!



Oohhhheheheh this is going to be FUN.

Ooh yeah, gotta remember to add the "Use Collision" to whatever CSG Combiner node I have. Lemme see if it's safe to make multiple combiner nodes...nvm, it's not. I gtg now tho.

4:20pm.

<19 mins>

<3h 20mins total>

9:22pm now.

9:30pm. I'm starting now. Gonna see the rest of the video and see if there's anything substantial. But I think I have everything now. I just need to get a player in there too for playtesting and seeing if jumps are actually possible.

<8 mins>

<3h 28mins total>

9:35pm, finished the vid.

9:43pm. Trying to manifest my dead knowledge of how to make a first person player in Godot 3D...

9:46pm. Okay, so CharacterBody3D first. Then a CollisionShape3D, then choose a shape. Oog, and a Camera3D.

Gotta add an input map too. It's 9:50pm. I'm gonna go brush my teeth tho.

<20 mins>

<3h 58mins total>

Things I gotta do before the flight - set up the player. I guess that's it.

9:55pm. Spent time brainstorming instead of brushing my teeth...I'll go now...

<5 mins>

<4h 3mins total>

10:03pm. Brushing my teeth and working. Input map is done.

Action	Deadzone
move_fwd W (Physical)	0.2 ⚡ + ⚡
move_bkwd S (Physical)	0.2 ⚡ + ⚡
move_left A (Physical)	0.2 ⚡ + ⚡
move_right D (Physical)	0.2 ⚡ + ⚡

<2 mins>

<4h 5mins total>

10:22pm, I'm back. Time to make the player movement script.

Ah, wait. Let me add jump to the input map.

10:33pm. Done :D

<11 mins>

<4h 16mins total>

Gtg. 10:37pm.

<4 mins>

<4h 20mins total>

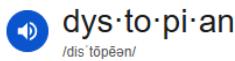
[1] 8.24.25 // day 1. idk yet

52 mins

Gotta come up with an idea. 6:47pm.



6:52pm. I'm thinking about trying to find a Godot 3D level builder, and the player will traverse the tops of buildings through uncertain paths. Idk, and it'll look apocalyptic. I've never done anything dystopian, so I have no idea.



adjective

relating to or denoting an imagined state or society where there is great suffering or injustice.

"the dystopian future of a society bereft of reason"

Similar: [nightmarish](#) [terrifying](#) [gloomy](#) [hellish](#) [Orwellian](#) [dystopic](#) [▼](#)

noun

a person who imagines or foresees a state or society where there is great suffering or injustice.

"a lot of things those dystopians feared did not come true"

Great...suffering. How would I do that? Add blood, sure. People following from underneath, trying to get to where you are? Could reflect society? And maybe dialogue boxes, like the player's thoughts - "it's dirty down there" or smth. And then karma might hit at the end, and the player falls to a terrible fate that they can't escape.

6:55pm, I gotta go get dinner. Byebye.

<8 mins>

7:27pm. So apparently I need to log in a Google Doc. I'll copy paste its contents over here (Obsidian) at the end, I guess.

7:30pm. Oh. Well. Gtg.

<3 mins>

<11 mins total>

11:14pm, I'm back. More brainstorming time.

11:17pm. I really don't know what else. Floor is lava type, except the lava = people? Maybe, if that's possible to implement. 11:18pm now.

11:25pm, brb.

<11mins>

<22 mins total>

11:46pm now. Checking out this 3D level editor.

https://www.youtube.com/watch?v=BUjCtwLO0S8&ab_channel=Garbaj

Also I need a name. Uhhh. Unreachable synonyms, let me see. Or purge.

Searched "is there a word for thinking you're better than others and then you get a reality slap." Anyways, what I got out of that was "disillusionment" as a title. Kinda long but whatever. Umm.

It's fine. And I'm still feeling ck about Oblivescence. I'll probably go back and make it a whole lot better if the YSWSSs get less busy. And school, ofc.

11:49pm now. Gonna continue w/ the vid.

Hollup. 11:52pm. Maybe UNRISE? I'll do that. It's interesting? Or Unrising. 11:53pm.

<7 mins>

<29 mins total>

Made it in Godot. Why is time going by so slow though? I swear I got this done so much quicker last time...

12:04am. Connecting the Github repo to the project files now.

12:13am. Donezo. Godot is taking forever to open tho.

12:14am, level editor time!

<21 mins>

<50 mins total>

12:16am, I'm being coerced to sleep :(will continue tmr!

<2 mins>

<52 mins total>