

Dev Notes

[4] 9.7.25 // day 4. ahhhhhhhhhhhhhhhh

*xx hours

<9h 1min total>

8:42am now. I need basically 15 more hours so I'm just gonna continue 'till what, uh...can't do math. 11:42pm. Bruh. Okay, so basically the whole day. Great. I just woke up too t-t

Well, I know I'll be working the whole day anyway so. Yeah. Hhh...

8:45am.

Got the player in, but idk how to do top-down movement so it's time for research.

Lmao the player is going through all the walls. 9:44am. IT'S BEEN THAT LONG SINCE I LOGGED?

<1h 2mins>

<10h 3mins total>

Added collision. I gotta fix it for some tiles tho, hold on.

Did that. Also have to finish the sprite sheets - I think I forgot to do that.

Getting inputs in and still fixing player.gd. 10:39am.

<54 mins>

<10h 57mins total>

Breh 13 more hours. I need to eat breakfast.

Player movement works now but the player is super fast and also the camera is really zoomed out. 10:51am.

<12 mins>

<11h 9mins total>

11:03am. Movement still feels janky. The camera's fixed, at least.

I'm gonna work a bit slower bc I need to eat breakfast at the same time T-T

11:18am. I forgot to eat breakfast. I've still been working on the player script.

12:13pm. Almost done cleaning it up. Wait I lwk need to push to GitHub after that. Bror what is this time management

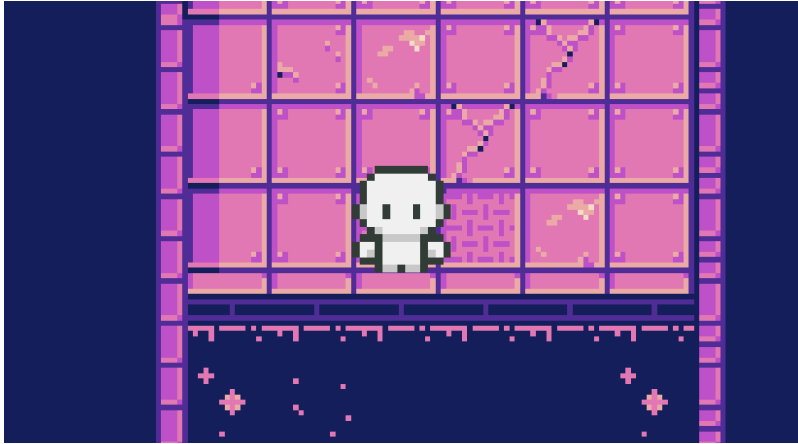
12:48pm. Cleaned!

<2h 57mins>

<14h 6mins total>

10 more.

1:23pm I'm gonna crash out whee

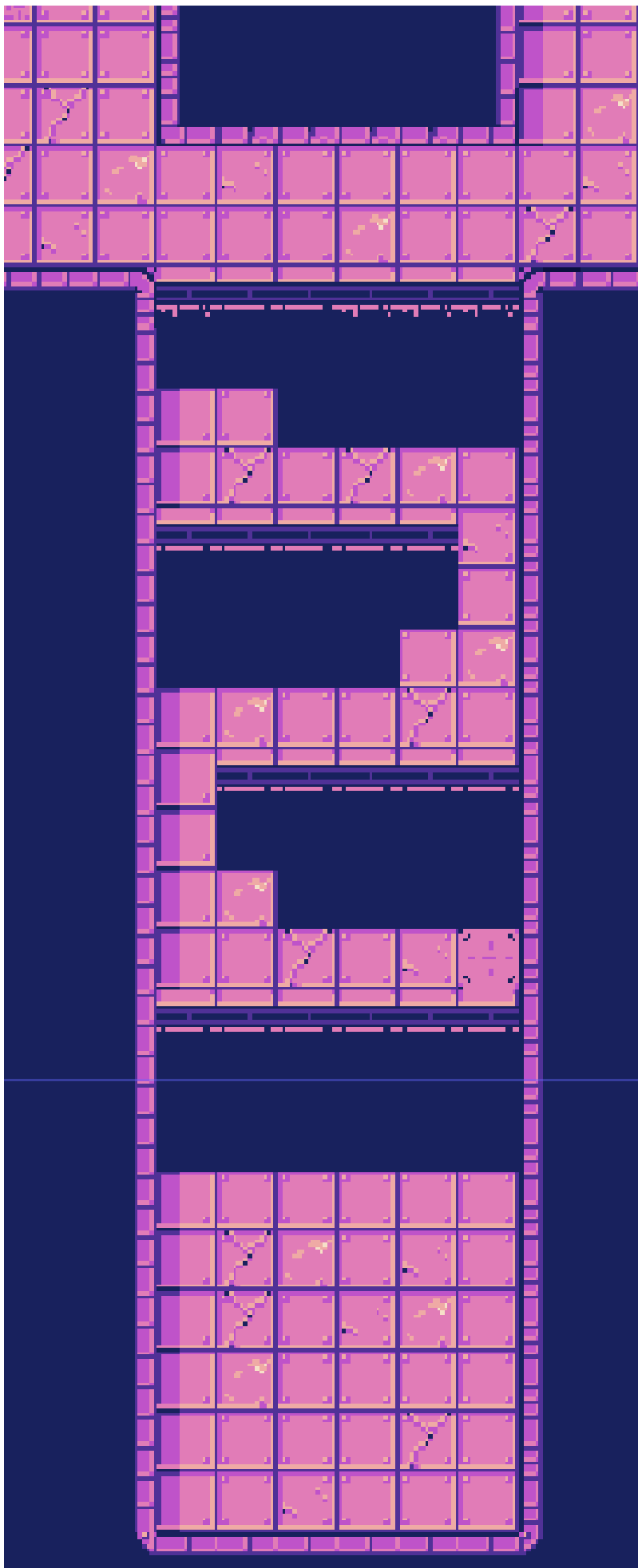


Lookin good tho

Adding more to the map, 2:19pm.

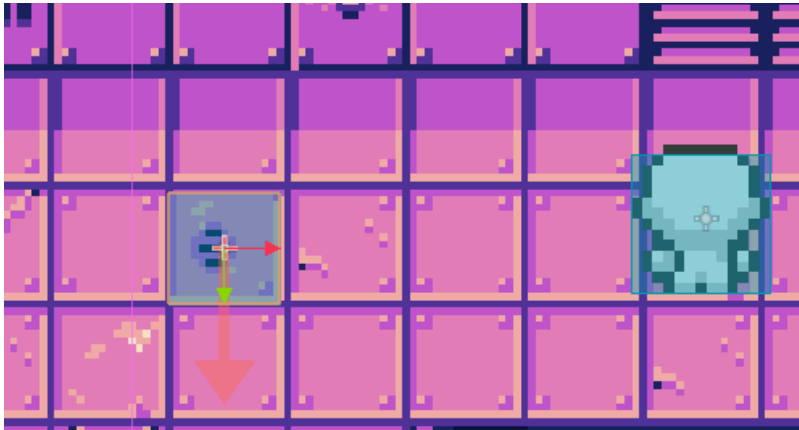
<1h 31mins>

<15h 37mins total>



2:47pm. Hacktime is currently down.

It's back up! 2:53pm. I'm trying to get a box that has enough contrast.



3:49pm. Needa get game functionality down. I'm sleepy.

I'm dealing with box issues lol it keeps falling out of the map t-t

3:52pm.

<1h 33mins>

<17h 10mins total>

7 hours left. This isn't even a proper game D:

4:50pm. Gurt.

<58 mins>

<18h 8mins total>

5:19pm. Help.

6:55pm...I made it work. But I'm trying to make an option to grab it bc it can get stuck in corners. The box, I mean.

7:51pm. It still does not function. Bro this is like a museum gallery game u just walk around and kick things (joke). By far the Roulette game I feel the least great about. I hope I can get functionality in, at least. Why are there like 0 hours in Hacka tho I stg

It is 10:45pm. I'm going to combust. An hour left till I gotta submit this.

11:40pm. I cannot figure out how to pick up the box for the life of me.

I'm just gonna build it now and try to fix it later :/

[3] 9.6.25 // day 3. marathon

*xx hours

/12 mins total/

8:55am. I will very legitimately be working through the entire day so please wish me luck :D

Lwk have to figure out how to make a tileset. Like I downloaded one but idk how to use it. The only platformer I've ever made (which was on Godot) really only used a black square so idk.

9:06am. I also need to brainstorm like an actual puzzle game. Let me search up the definition of puzzle bc I needa find a loophole (idk much about puzzle game stuff T^T).

9:08am. So designed to test knowledge. What if it's just a math game lmao

But I was thinking riddles or using clues to unsolve - wait no I mean solve - solve a mystery. I don't know. Hmm...that feels like too far of a stretch...

Doing more research on top down puzzle games rn. 9:11am. It's hard because it has to be top-down and non-world, too...

Maybe those kinds where you have to push a box onto a pressure plate so that the next bridge opens up? That could be doable, actually. Let me see...or rather, find the tileset I downloaded ages go...

9:15am. I found it, but when I opened it the quality was crappy...whatever...

Time to make a Godot game. I want to learn Unity eventually, tho...oh, and I need a theme for this.

If it was push + pull that would be cool. like pushNpull or PushNPull or nah. push 'n pull is fine. It's generic, sure, but 1) I don't have that much time 2) that's the premise of the whole game. Or maybe no, you're a delivery worker. So maybe it's called Where's My Package?? With two question marks, of course. I like that. :D

9:17am.

<22 mins>

<34 mins total>

9:59am, I'm back. I had to shower. Time to code.

10:17am. Had to have breakfast too. Now I'm locking in. 24.5 more hours...

Or I might want to go with Packing Up or Pack It Up. I'll go Packing Up. Just renamed this file. Time to make the GitHub repo and then the Godot game. 10:25am.

<8 mins>

<42 mins total>

10:45am. Almost done. My attention span today is crappy. I need to sleep more after this ;-;

10:54am. Trying to get the tileset in.

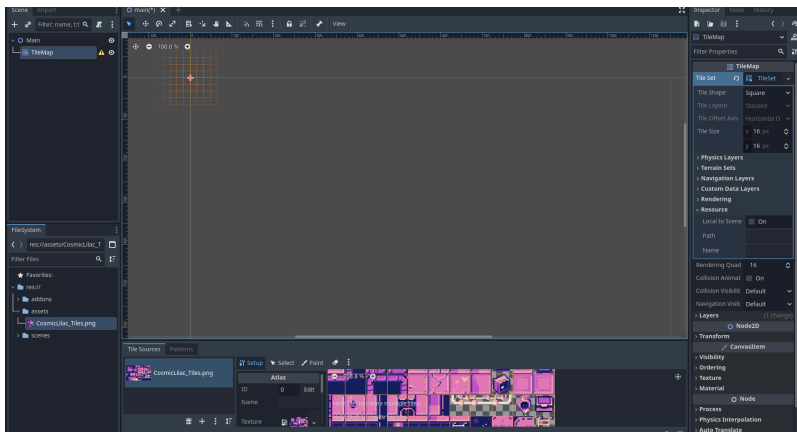
<29 mins>

<1h 11mins total>

11:18. Almost forgot to get the Godot Waka addon.

11:27am. Gonna check if Hacka is working - I forgot to do that.

I got the tileset in tho!

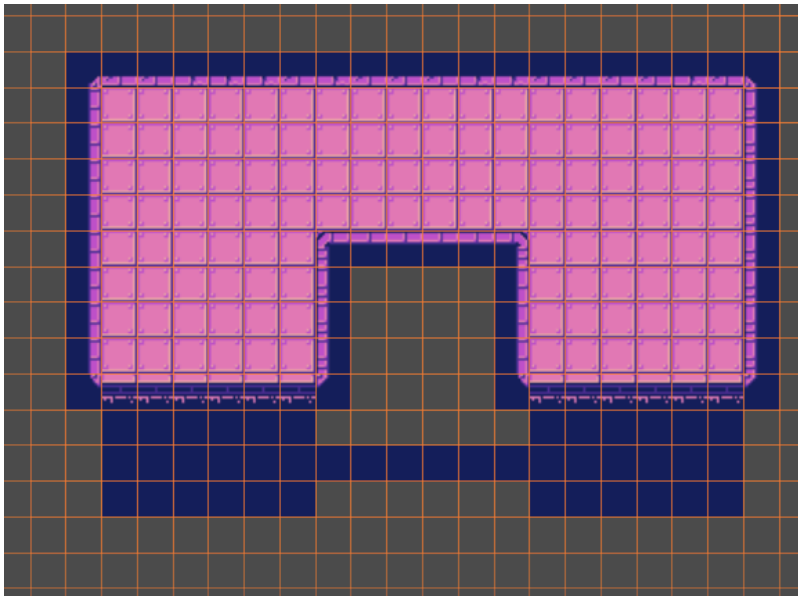


<33 mins>

<1h 44mins total>

11:38am. Lwk forgot to check Hacka and it's not working ;-; gonna run the set-up code again.

Current progress tho:



Re-opened Godot. I don't see the Waka addon notif that it started yk. Like on boot. I'm gonna reinstall it ;-;

Done, re-opening again. 11:43am.

<16 mins>

<2h total>

??? I still don't see it. Did the addon break?

Yeah no I think it broke. I re-ran the setup but still nothing. I'm gonna get a diff waka addon - I saw a new one.

Got the new one. Re-opening Godot to see if it'll send any startup msgs.

11:52am, manually put my API key into the addon file. Hope things go well. I'm gonna continue with the tileset stuff.

??? It's still not updating. Idk why. :(

Adding debugging prints into the addon script. Re-opening again. 12:02pm.

Lwk let me ask GPT to help me debug. 12:03pm.

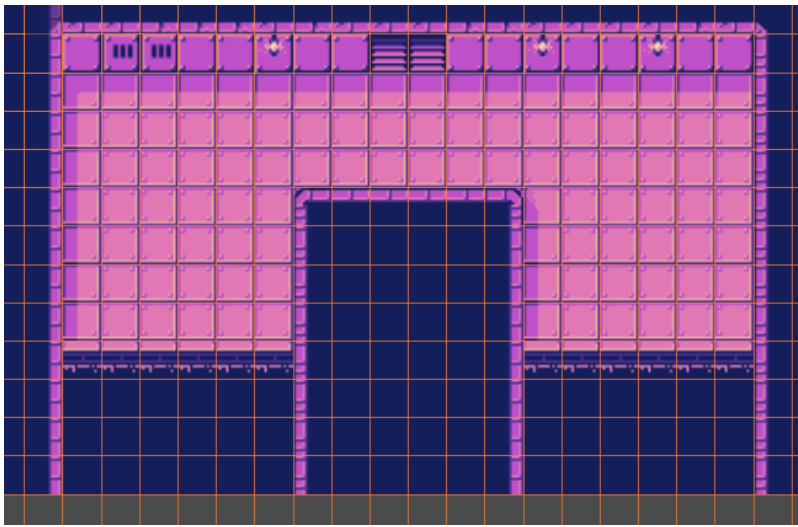
<20 mins>

<2h 20mins total>

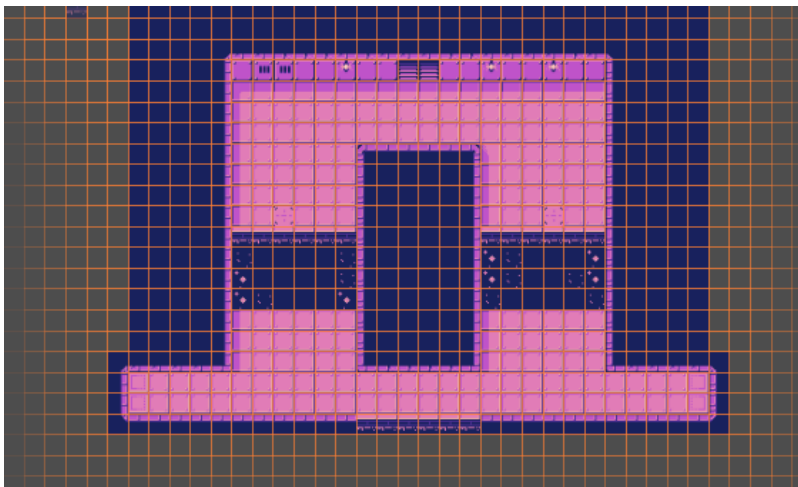
12:10am. I feel incredibly stupid. I forgot to activate the extension in project settings...

Whatever. 12:10pm, gonna continue.

12:12am. Progress so far.



12:50am. More progress.



<47 mins>

<3h 7mins total>

2:58pm. I'm trying to import my sprite sheet in still. Bah.

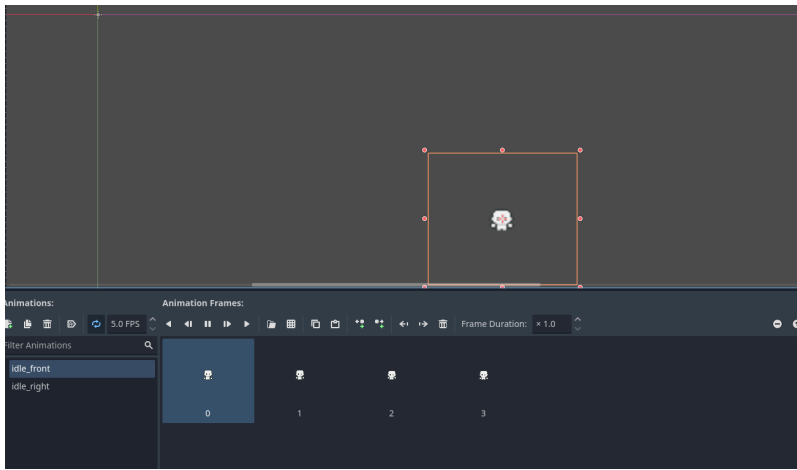
3:33pm, how do I slice this thing???

<3h 43mins>

<6h 50mins total>

Wthh.

3:39pm. I figured it out but I have a migraine. Maybe from too much sugar...oops...



I need to make a proper game of my own sometime with my own assets tho.

3:41pm, uploading all the sprite sheets in now. I lwk didn't log that much earlier bc I was getting sleepy. Oops.

3:58pm. Two more sprite sheets left. Aghhhh. I'm running out of water. Will refill later.

4:44pm. Break. I'm gonna try and do Siege.

<1h 11 mins>

<8h 1min total>

6:52pm. I think I've been working for a bit?

<1h>

<9h 1min total>

[2] 9.1.25 // day 2. think thank thonk stonk

*xx hours

okay, gotta think of an actual game idea. again, i'm gonna use other ppl's assets so i can get more experienced with gameplay, and i'll work on my art skills another time 'cause art time isn't counted here. so yeah. i found a nice pixel sci-fi tileset that could count as non-world. at least, that's what i think. i'm still not sure how to make a top down game and also especially how to make a puzzle game. like sure, puzzles, but how so? also i started at around 9;43am and it's 9;45am now.

ended around 9;55am, so...

/12 mins total/

[1] 8.31.25 // day 1. idk yet

*xx hours

your spins this round

- camera
- 2d top down
- gameplay
- puzzle
- setting
- non-world