

# Dev Notes

**[6] 8.16.25 // day 6. ahhhhhhhhhhhhhhhhhhhh!**

*xx hours*

<19h 55mins total>

Started working at 4:28am, go go go go.

Still fixing the storyline. 4:38am.

<10 mins>

<20h 5mins total>

4:55am. Yeah, there's a problem. when I reload I get ammo, when I shoot, it shoots, but they don't die...trying to fix that rn

Fixed it. Although I need the ammo count to reset every round.

5:03am.

<20 mins>

<20h 25mins total>

Fixed. 5:12am now. I need to get the ammo label to not show during the intro, and not during the corruption gameplay too.

Played through till 10% completion, but I didn't see the storyline. It's 5:13am. I'll have to fix that too.

<18 mins>

<20h 23mins total>

TBH, I was too lazy to include it before, but I want to add it now. I worked on the gondola yesterday for 10min with Google Docs for ideas/game desc stuff.

5:21am, my brain is giving up.

<10 mins>

<9 mins>

<20h 44mins total>

My estomago hurts.

Bror it's 6:05am. The storyline STILL isn't working, smh, and the ammo label doesn't show during the corrupt souls at least but it still shows during the intro for some strange reason.

6:07am.

<43 mins>

<21h 27mins total>

Wow, my 2 key works now. Yippee. 3.5 more hours....ahhhh...

6:17am. Why is this bug not going away. Let me play through the game again and see if it shows. And there is still the ammo label in the intro, smh. 6:18am.

<11 mins>

<21h 38mins total>

So about, what, 3 hours left. Aghh.

I see the "maybe this was a good idea" but not the other storyline for 10% completion, and it goes away quickly for the next label for some reason. Huh??

Added some safety mech so that the storyline doesn't get skipped thru, hopefully...

Still debugging. 6:33am.

1. sometimes the regular sailor scenario randomly resets and sends its intro message again
2. there is still an ammo label in the intro messages
3. i only see the first line of the storyline that's supposed to show at ten percent completion

6:34am.

<17 mins>

<21h 55mins total>

Tried again. But.

1. sometimes regular sailor scenario glitches
2. ammo label in intro messages
3. still only first line

Fixed the ammo label, 6:45am. I bet the first error is still there, tho, as well as the storyline issue.

<11 mins>

<22h 6mins total>

7:06am, finally fixed the storyline! Idk about the scenario glitches tho. I haven't experienced one in a bit.

<32 mins>

Bro my 2 key stopped working for a bit.

<22h 27mins total>

2.5h left.

7:25am, not quite sure why it's glitchy.

<19 mins>

<22h 46mins total>

7:32am. It works when there's 10 souls total, but when there's 50, it bugs. I finished all the storylines tho.

7:42am, fixed!

<17 mins>

<23h 3mins total>

8:28am - played through a few times. The scenarios stopped glitching, and I also adjusted the audio to be decent enough (I was eating breakfast while doing this).

<46 mins>

<23h 49mins total>

Bro, an hour and 11 mins? What do I do??

Aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaah.

I guess I'll play one more time...

8:35am. Looks good.

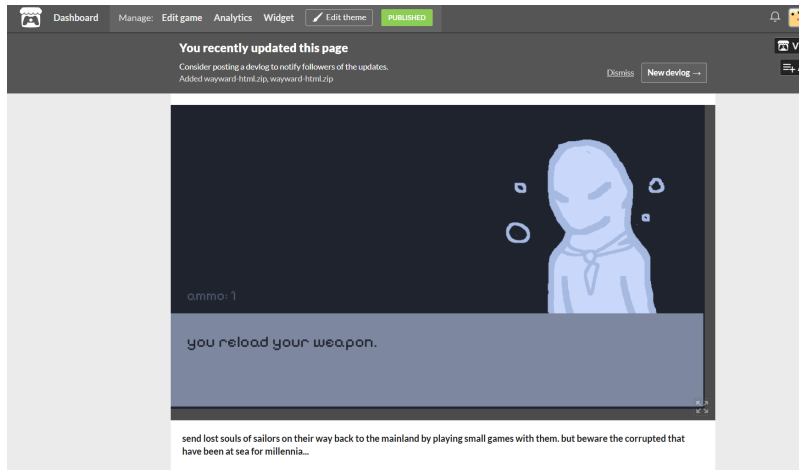
8:43am, I'm trying to build it with Butler but I kinda forgot how to.

8:47am. Made the game on Itch and I'm now pushing to it with butler.

<19 mins>

<24h 8mins total>

8:51am. It's up, but the fullscreen is weird. Let's just make it embed.



Still adjusting it. 8:54am.

Now its height is perf, just gotta make it a little wider.

<7 mins>

<24h 15mins total>

Bruh, now it's a touch too wide.

It's like over by a pixel, bro.

OK, to-do.

- made width smaller by like 2 pixels
- playtest (now)
- submit !

8:59am.

<5 mins>

<24h 20mins total>

9:07am, fixed the percentages so that the game doesn't end at fifty percent. Had to figure out where the percentage variable was and then multiply by 2.

<8 mins>

<24h 28mins total>

32 mins left. Playtest time.

Oh yeah, checklist.

- reupload html
- submit!

Gonna re-export now.

Done. Lemme export for windows and max while I'm at it, and I'll upload to itch once I'm on Wi-Fi (I'm in a taxi rn). My head hurts :/

9:12am. Pausing or I'll get sick.

<5 mins>

<24h 33mins total>

9:37am. Pushing windows build rn. Then I'll push web again.

Pushing web now, 9:39am.

Oh yeah and I'm pushing Github. I lowkey forgot to do that.

Repo's public now. Idk why there's an MIT license tho. OK, deleted.

Oh, I gotta upload a screenshot to the repo. Let's do that. 9:47am.

<10 mins>

<24h 43mins total>

Repo finally pushed to github. Uploaded a screenie too. Now I'm just filling out the fields to submit.

9:53am.

<6 mins>

<24h 49mins total>

Last 11 minutes just to finish the form. I think it's doable.

10:08am, done!

<15 mins>

<25h 4mins>

**[5] 8.15.25 // day 5. i wish i found this earlier**

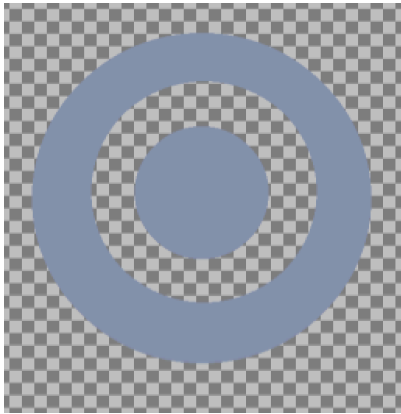
*xx hours*

<14h 14mins total>

6:21am, time to continue with fixing the sprites.

6:18am, Aseprite being so buggy tho. Why does it keep opening terminal. Ghhhh.

I'll try going with this.



6:31am.

<10 mins>

<14h 24mins total>

Hold on, I have some errors. It's 6:35am rn, lemme attack those.

```
< Error at (336, 31): Unexpected "?" in source. If you want a ternary operator, use "truthy_value if true_condition else falsy_value".  
Line 336: Unexpected "?" in source. If you want a ternary operator, use "truthy_value if true_condition else falsy_value".  
Line 336: Expected end of statement after variable declaration, found "Identifier" instead.  
Line 337: Unexpected "?" in source. If you want a ternary operator, use "truthy_value if true_condition else falsy_value".  
Line 337: Expected end of statement after variable declaration, found "Identifier" instead.
```

Fixed that. Just if/else stuff.

I think something broke - all the pressure points are just in the top left corner, and the game keeps making you press them. 6:38am. Bruhhhhhhhhhhhhhh. Why did I have to fall asleep.

6:41am. It's like mildly buggy but it's mostly fine now? Let me see if I can animate the targets.

6:47am...I change my mind. I'll work on background ambience first, I think. But I have to do it at the same time as breakfast. Bro, I've literally been using every chance I get to work on this and there's still not enough time. This is what I get for starting two days late.

6:52am.

Needa get color from screen for the background aura, idr what color I used. 7:02pm.

7:11am, took a while to decide on the colors.



<36 mins>

<15h total>

I'm changing it so it's lighter. 7:48am, gonna go now. I'm stressed about the time I have left...

<37 mins>

<15h 37mins total>

5:42pm. Gonna continue editing the assets. I was gonna try to work on it on the gondola today but then I got sleepy and my ears popped.

I don't really like the animation. I feel like the colors contrast too much.



I'll have to think about something else. Maybe clouds.

5:47pm now, I'll work on it later.

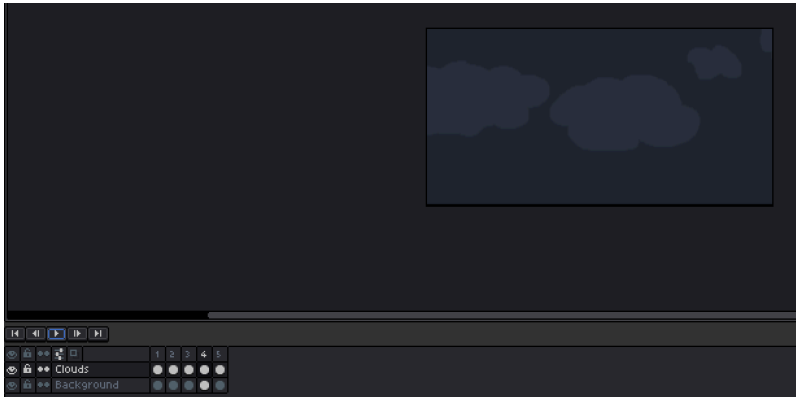
<5 mins>

<15h 42mins total>

7:18pm, time to brainstorm a better BG.

7:28pm, nothing ends up looking good ;;; the menu was nice at least.

7:37pm. Made an anim. I don't like it.



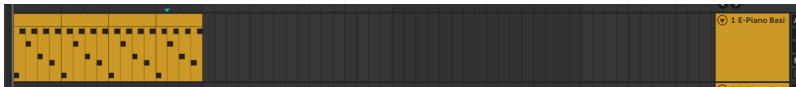
<19 mins>

<16h 1min total>

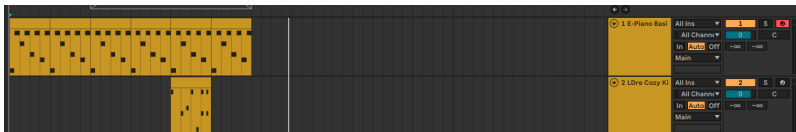
Time to grind out nine more. I think I'll make something in Ableton now and keep the bg static.

7:44pm, looking for good, calm piano type instruments in Ableton rn.

7:53pm, got a good backing thing rn with e-piano.



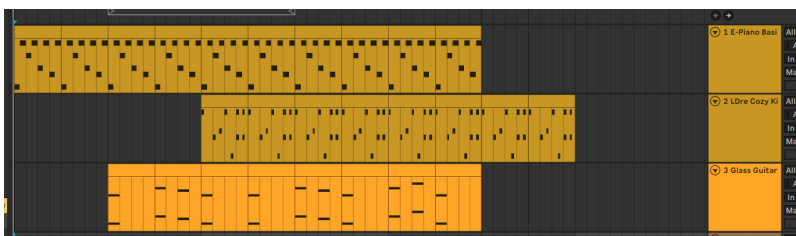
7:59pm. Nice drumkit.



<23 mins>

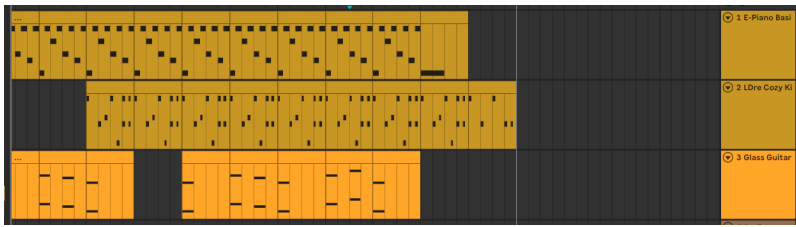
<16h 24mins total>

8:06pm, added a guitar.



8:17pm, exported.





8:49pm, have been getting royalty free sound effects and have been uploading to Godot. Trying to get the background music to work rn, but the wave sounds are too loud lol.

<50 mins>

<17h 14mins total>

8:58pm. Added a popping sound effect (ASMR fr) whenever you press a button.

9:05pm. I forgot what I was doing. Uhh...maybe a souls collected sound effect for dopamine. Sure.

Adding that now. 9:11pm.

<22 mins>

<17h 36mins total>

9:21pm, done. Let me look for a good one for when you click a pressure point.

Idk. 9:31pm. Heartbeats don't sound great with the bg music I have now. Combat sounds don't feel right. Hmm.

OK I'm just gonna do a bottle popping sound effect for clicking the pressure point.

Done. 9:41pm. It sounds sick.

<30 mins>

<18h 6mins total>

Bror, 7 hours left. Time to not sleep ig. What else should I add? I'll brainstorm what assets I can make for reload/shoot/defend actions.

9:56pm.

<15 mins>

<18h 21mins total>

Hmm...I could have achievements? I mean, I have 6.5 hours so it might be doable. It might be kinda grindy tho. Maybe more of a storyline?

Maybe like the percentage of the story you've gotten through is shown at the top left next to the # of souls you have.

10:04pm. Let me try making this, then.

10:26pm. Still going...

<30 mins>

<18h 51mins total>

Bror, 6 more to go. Ts is unreal. I'm scared I'm gonna wake up like an hour too late or sm.

10:39pm. Still implementing. Hhhh.

10:48pm.

10:56pm. Idk why the storyline dialogue doesn't show up, so I'm debugging w/ GPT rn.

11pm.

<19h 25mins total>

Bror, 5.5 more hours???? I need to sleep... :/

I'll try to do another hour and a half, which'll bring me to 4h. Idk if I have enough time t-t

11:03pm, I'm already falling asleep.

11:09pm, why is it infinitely broken.

Oops, fell asleep. It's 4:28am now. Slept at 11:30pm.

<30 mins>

<19h 55mins total>

## **[4] 8.14.25 // day 4. bror im gonna die**

*xx hours*

<10h 6mins total>

7:10am, lemme see what I can do. Nvm I don't have time yet (7:18am), I'll do it later...

11:49am. I'm so hungry. Just opened Godot. I stopped at 11:50am...wait, that doesn't make sense. I think I meant 11:29am?

So <20 mins>.

Started working at 12:00, it's 12:12pm rn. Using the two on my numpad rn, the other isn't working. Lemme troubleshoot that rn. I was working on the actual gameplay btw. 12:14pm, gonna pause 'cause I'm at a restaurant again (bc I'm travelling) and some food came but not the main dish so I'm still gonna work. 12:15pm now.

Nothing worked. I might just restart later.

12:17, gonna eat now.

<17 mins>

<30 mins today>

<10h 36mins total>

12:37pm, finished eating. Gonna work now.

12:55pm, still working.

1:04pm. I'm gonna finish at 1:05pm to leave the restaurant.

<27 mins>

<11h 3mins>

1:41pm, gonna start working.

1:50pm now. Still going.

2:05pm. Still going!

Gonna go now, it's 2:19pm.

<38 mins>

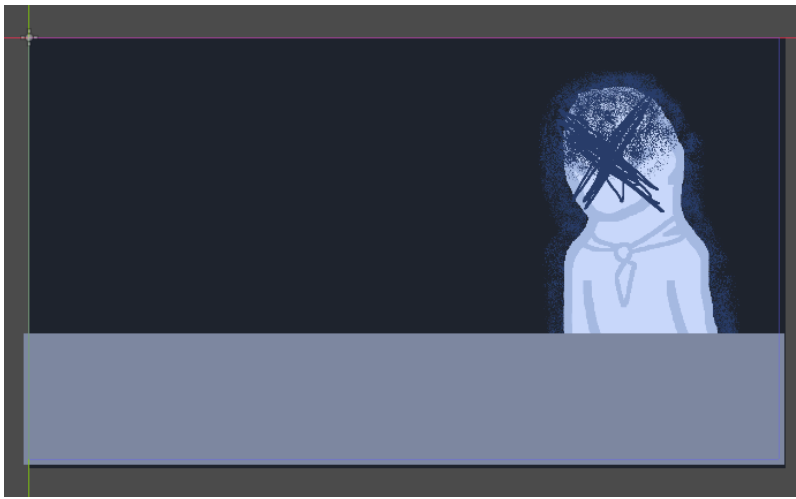
<11h 41mins>

5:01pm, I'm starting. If I save an hour today for going to sleep, then...13 more hours...ah. I could pull an almost all-nighter to finish this. Well, we'll see.

5:12pm, fixed the souls label.

5:14pm, gonna export my blue sailor sprite and put it in.

5:31pm, added them!



Now I gotta actually add them into the game. After that, I think I'll make music. Actually, I'll prioritize the pressure point system I wanted for the corrupt souls.

Pausing at 5:37pm.

<36 mins>

<11h 17mins>

6:18pm, I'm back.

6:32pm, added the pressure point mechanism.

Made a design!



I'm still putting it in. It's 6:49pm.

Stopping at 6:51pm, going out to eat.

<33 mins>

<11h 50mins total>

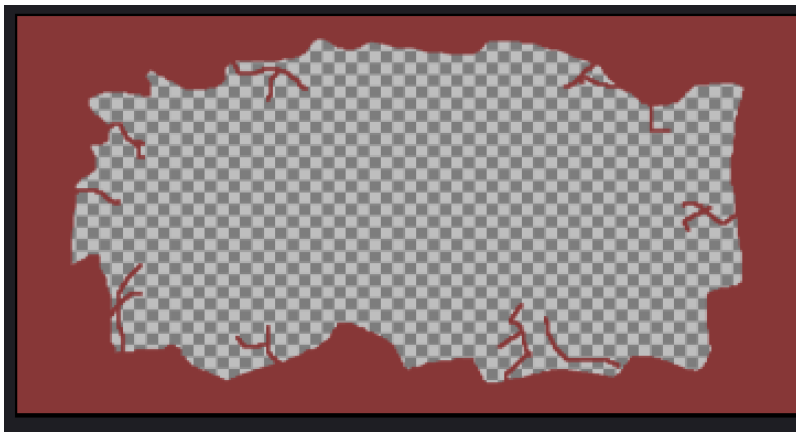
6:55pm, waiting for a taxi.

7:01pm now. The pressure points are now integrated and are smaller (took a bit to figure out how to do that, they were initially gigantic).

<6 mins>

7:13pm, working now. At another restaurant for dinner. I need to figure out how to get the pressure points to spawn above the chat log when I'm back on internet. Now, I might make a red overlay that acts like heartbeats or at least an aura to make things scarier. 7:15pm now. Then I'll make animations for shooting, defending, and reloading that will appear in the middle. If I have time I'll make them individually for the souls and for the player, but I doubt that I'll have time.

7:19pm, progress.



Doing pixel art on the plane would have been so much easier. I'll deffo do that on the flights back.

After a few test runs, I think I'm gonna make it a different color. Red feels weird with this color scheme. I'll do white and dark navy, probably.

I'll continue later, some food's here. It's 7:29pm.

<16 mins>

<22 mins untracked total>

<12h 10mins total>

7:34pm. Gonna work - that food wasn't meant for us, so ehh. Gonna wait about ~20 more mins prob. Also my two key is still broken idk. I'll restart later. Probably when this round is done.

Gonna see if this looks better.



Let me try adding an outline. Mid thickness?

Some food came. 7:37pm.

<3 mins>

<1h 13mins total>

8:01pm, finished eating.

<3 mins>

<12h 13mins total>

Let's try this.



Ehh, it still looks a bit harsh. I'll just make it a bright blue rotated square. But tbh I like the red better. I wonder if there's a way to put a red filter over everything? Idk. Still no Wi-Fi. So I'll just make it a simple shape for now.

8:20pm, leaving now.

<19 mins>

<12h 32mins>

9:02pm, working now for a bit.

Paused at 9:27pm.

<25 mins>

<12h 57 mins>

I need 12 more hours...

...

Idk. We'll see how it goes.

9:42pm, gonna work on formatting the pressure points.

9:47pm now.

Alright, here's what I think I'll do. It's 10:09pm now.

- finalize formatting
- make pressure points look like targets
- heartbeat anim
- move anim (shoot, defend, reload)
- music in FL

<29mins>

<13h 26mins>

11.5 more. I think I'm going insane. 10:12pm.

10:28pm. Bro, the pressure points keep spawning out of bounds and I can't press them. We tried to clean but the cart thing and th HUH? WHAT WAS I TYPING? Bro I'm legit going crazy and I'm working at 0.5x speed 'cause I'm falling asleep. Whatever, gonna fix formatting.

10:31pm now.

Bro I fell asleep at like 11.

<48 mins>

<14h 14mins>

11 more. Can I really do this?

**[3] 8.13.25 // day 3. ahhhhhhhhhhh**

*6 hours 46 mins*

<3h 20mins total>

It's 4:19am rn. Uh, I fell asleep yesterday working on the main menu so. I'm gonna continue that now. Hackatime is still broken so I'm asking for support rn.

4:31am. I'm so hungry. Anyway, I finished with the waves. They're animated btw. I think I'll leave the main menu at that. I'm still worried there's not enough time for gameplay, so I'm gonna start putting stuff in Godot.



4:44am. I think Hackatime should work (I hope)? Re-ran the setup script so yeah. Now I'm gonna try to figure out how to get a gif as a background in Godot bc I exported from Aseprite as a .gif file.

It's not letting me drag the gif into Godot :/

Bror Hacka still broken, what do I do.

Re-ran setup script (again) and it tracked smth!! Yippee (probably tracked me opening the waketime.cfg file)

**You've logged 2m across text**

Oh wait what the flip. Apparently Godot doesn't support GIFs. Great. I'll probably just upload 5 PNG files separately and then use a script to run thru them. That's boring. It's 4:51am btw.

<32 mins>

<3h 52mins total>

Assuming 4h, then 21h left. Ooohhghhhh I'm cooked. There isn't even a game yet t-t

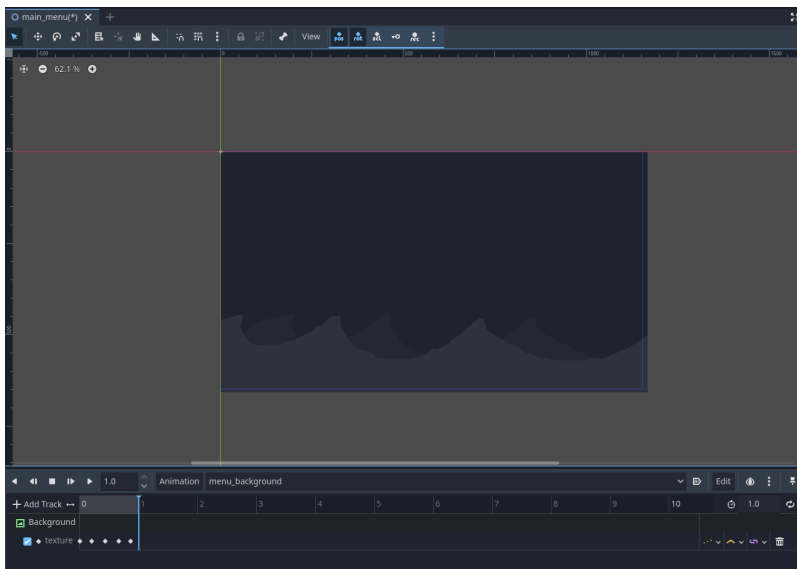
4:58am. Made an animation player and allat. Idk how to make the animation itself tho? This is getting confusing.

5:18am. Still figuring it out, don't mind me. I'm js hungry bro.

5:23am. I made keys and stuff in the animation timeline but idk why it's not letting me change the actual image so that it animates. Uhghggguh. I gotta hurry this up to work on the actual game.

Wugabuga, 5:29pm, figured it out.





5:32am, getting fonts to finish off the menu.



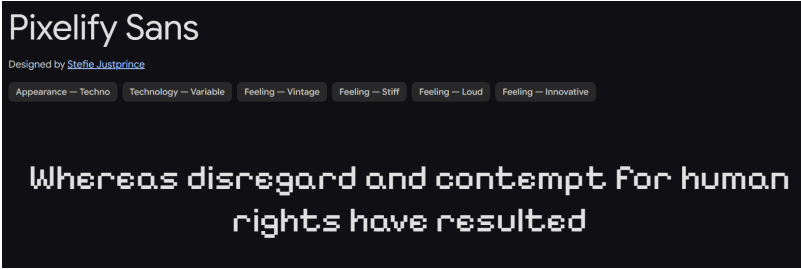
5:46am, completely forgot how to do fonts in Godot. Umm. We'll continue troubleshooting.

Brorrrrrrrrr 5:49am the font size is so small still idkk.



5:54am. Tbh I don't like the font that much. I'd rather have it be a little shorter vertically. I'll get a different one.

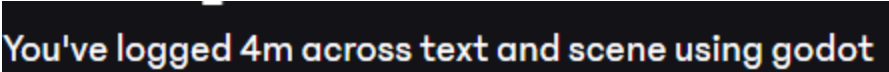
5:55am. I was considering this one earlier, but I think I'll use it now. After this I should work on the button to start the game, and then after that I'll make a basic background for the general game, then the gameplay.



5:59am. I like this more!



# 6:02am. I FIXED

[illegible]

HELL YEAHHASDHASDJA

I lost quite a bit of time probably but whatever. 6:03am now.

Gonna figure out how to animate the text now, it's 6:05am.

6:10am. Also trying to make a Github repo to connect to Godot.

6:14am. I am still trying. Oh okay I found instructions kinda. Making my way downtown faces pass balbal blabsdasdfla danandafasdfj

It's still 6:14 - now it's 6:15am.

6:19am. Merin:



Glub glub glub. My task bar disappeared. Oh it's back.

6:27am. I am fixing my Godot files because they all disappeared in file explorer and I gotta relocate them. Idek.

Relocated them all, it's 6:30am. Gonna go eat now, byebye.

<1h 32mins>

<5h 24mins total>

11:36am, gonna figure out text anim now. Godot's loading...

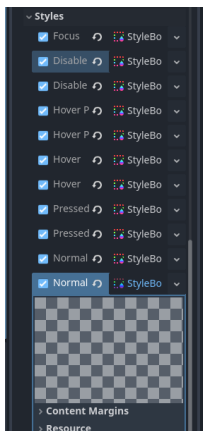
I slowed down the wave anim.



11:51am. Gonna fix the Github-Godot thing rq.

11:57am, think I fixed it?

12:04pm, made it empty.



12:11pm. Quick break.

1:24pm, I ended up falling asleep.

<35 mins>

<5h 59mins total>

Animating the text now. It's 1:35pm.

Finished. Now I'm trying to get the anim to run when the game starts. Figured that out. I'm gonna fix it because the subtitle and title don't float in sync.

Peak, it's done - 1:46pm.



1:49pm, gonna make the main game screen simpler. I'll add more effects if I have time. 1:50pm.

<26 mins>

<6h 25mins total>

18 and a half hours left. Aghh.

2:06pm. Still working.

Getting this error tho: "Invalid access to property or key 'modulate' on a base object of type 'null instance.'"

I just wanna have the main menu fade into the next scene t-t

2:19pm, got the fade working, but there's a weird white flash after it that I'm trying to fix.

Ending 2:35pm !!

<45 mins>

<7h 10mins>

I need like 5 more hours today, bare minimum. Aughaghuah I keep accidentally falling asleep everywhere, everytime I get in a bed.

4:55pm, but I started at 4:54pm. I'm at a restaurant. We didn't order yet, and I brought my computer, and it's at 40% (not 0!), so I'm gonna do more work. I don't understand how I have 7h and there's like legit no gameplay t-t I bet most of those hours came from debugging software

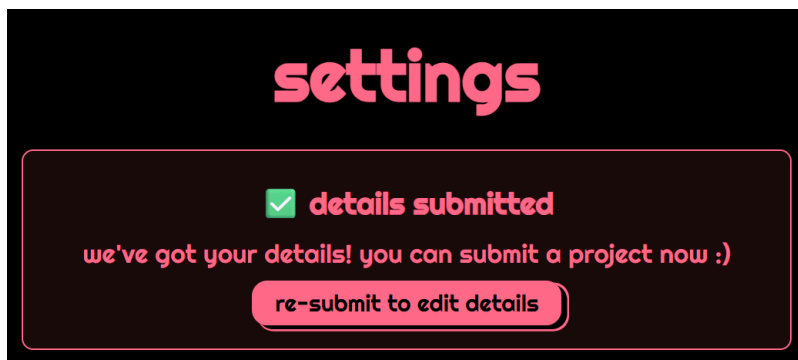
issues. Siiigh. 4:56pm, I wasted a minute. I'm gonna set up the basic layout of the game in soul\_play.tscn, seeya.

Here's what it looks like. But for some reason, after the main menu fades out, the next scene never appears. I'm debugging rn.



I paused debugging (it's 5:06pm) and am trying to fill out a Roulette form. It's, uh, not working. Oh. It signed me out. I understand nowsajdfasdf

Yey!



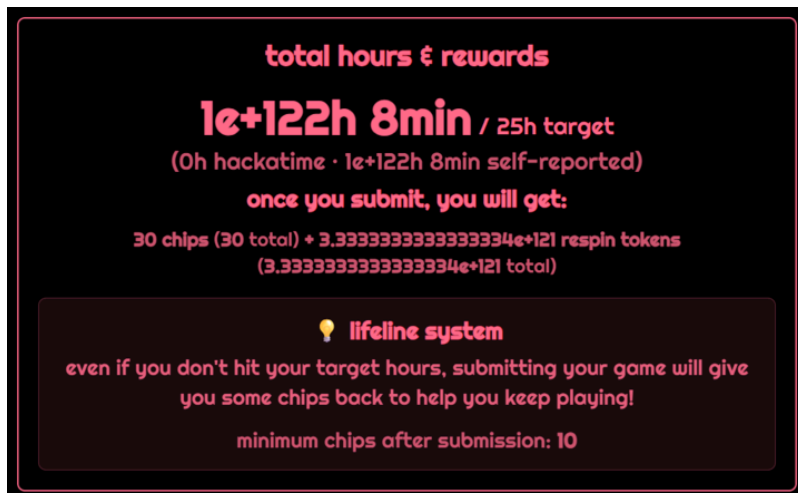
5:10pm, the food arrived. I'm gonna eat, seeya.

<15 mins>

<7h 25mins total>

5:39pm, finished eating. Lemme see the submission reqs.

Okay cool. Haha...



Joke.

Okay, I'm gonna debug now.

Beep boop debugging

```
11  ▾ func _change_scene():  
12    >| print("yay")  
13    >| get_tree().change_scene_to_file("res://soul_play.tscn")
```

I'm gonna eat a lil more ramen. At hotpot rn, don't mind me. Pause at 5:47pm.

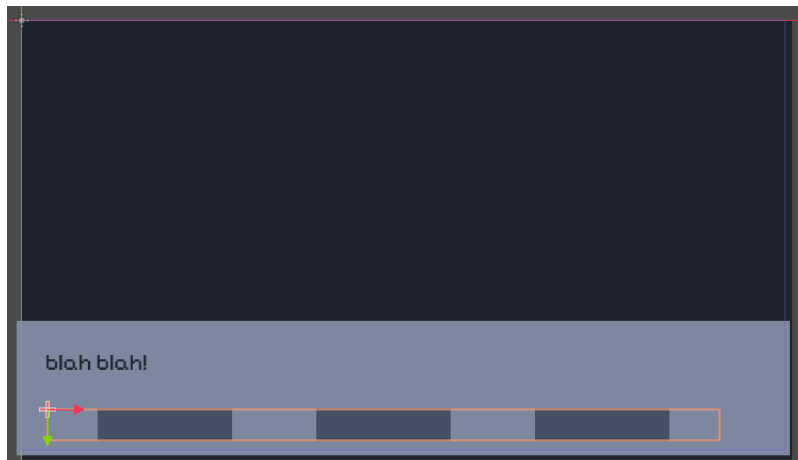
<8 mins>

<7h 32mins total>

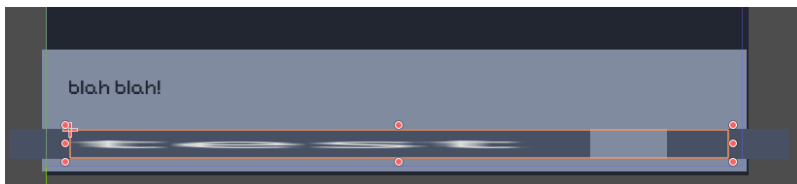
8:23pm, gonna work now.

8:40pm, after some troubleshooting, the chatlog finally fades in! Yippee!!

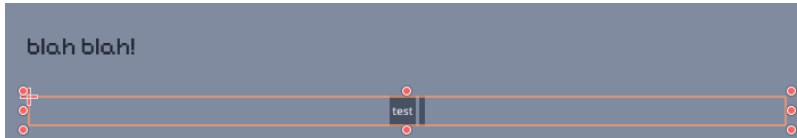
8:55pm, learning more about Godot buttons. Hmmm??



9:08pm. So I might be remaking the buttons bc idk what the heck happened with resizing.

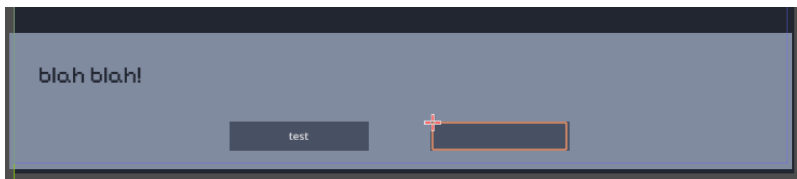


9:14pm.



I don't know how to make it longer? Huh.

9:19pm, figured it out - made a min width.



9:33pm, got it done. For both two and three button options.



9:42pm, set up the basic chatlog structure.

9:59pm, fading in the buttons too.

10:19pm, fixed the chatlog structure :D Pausing for a bit at 10:20pm.

<1h 57min>

<9h 22mins total>

10:46pm, starting again.

Working on intro dialogue!

11:28pm. I think I'll continue more later. And I'll add smaller labels for names behind the chatlog too. 11:29pm. I'm ending now because I keep falling asleep. Supposing I finish at 11:30pm...

<44 mins>

<10h 6mins total>

## [2] 8.12.25 // day 2. idk wht im doing

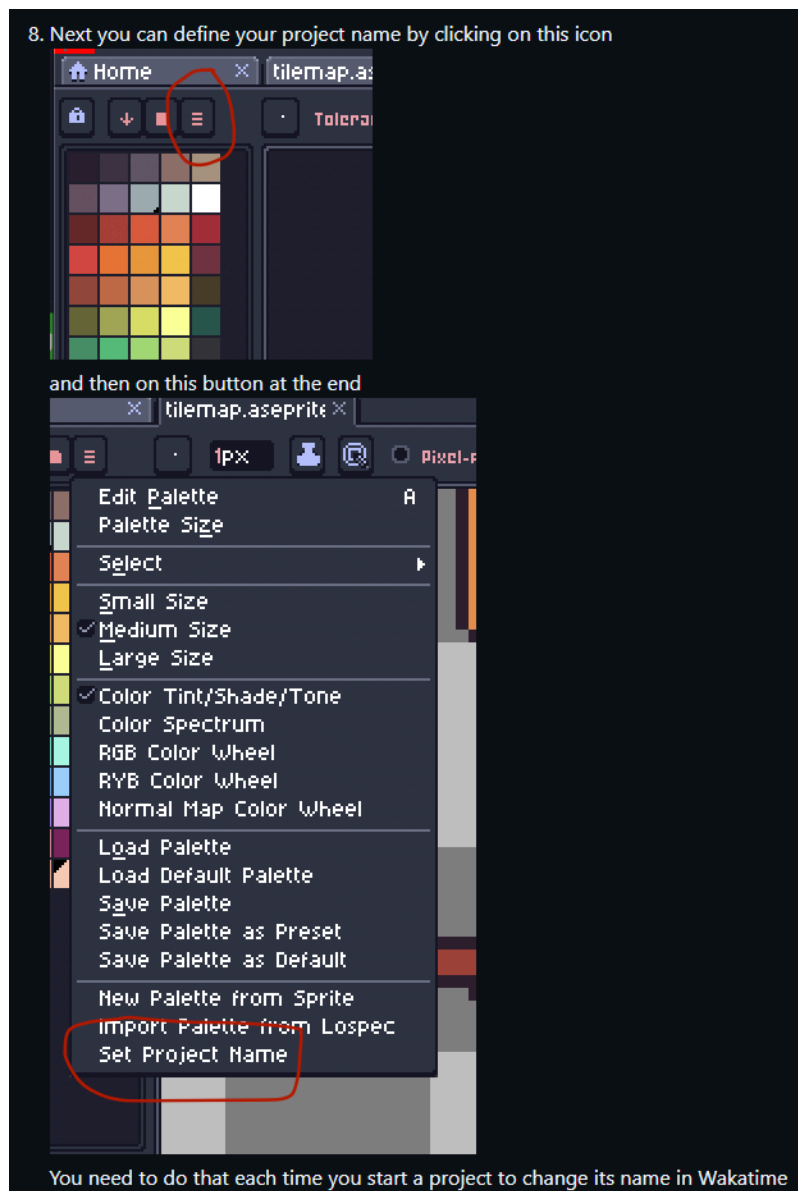
3 hours 6 mins

I started Aseprite at 6:50am. It's 7am now. I'm just trying to get the Wakatime ext to work. It worked before but I'm not seeing anything updated in Hackatime or Wakatime.

My Aseprite:



7:02am now, found the [GitHub documentation](#) for the ext. I made a file name but not a project name, apparently. Hope that fixes things but idk.



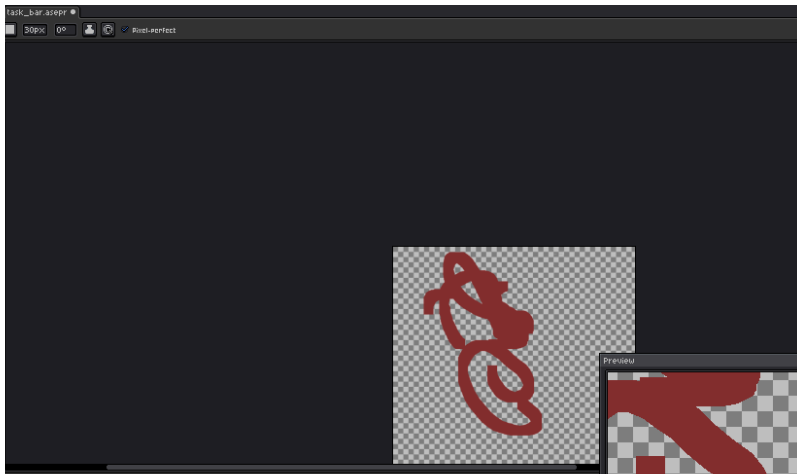


Oh wait. Maybe I never got it to work and only stopped when I finally got the software downloaded. Let me check the .cfg file and see if I forgot to add my API key or smth.

7:09am. Still troubleshooting. I hope this counts as time spent towards the game bc I don't have any more time.

7:16am. Changed my API key in the .cfg file, but I still don't see any heartbeats sent.

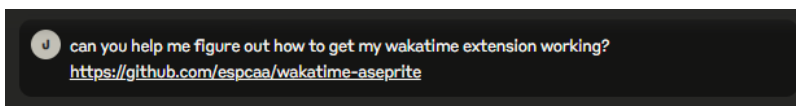
Fooling around to see if it works...?



Umm idk. Going through the source files for the wakatime extension for Aseprite rn.

7:21 am, technically 19 minutes spent so far. I'm gonna ask AI for help tho. I might have to go soon.

Whoopee:



I'll continue troubleshooting later but I gotta go now. 7:24am. <21 mins>

So 35 mins total. Aghh.

1:53pm, I brainstormed a bunch of random stuff in the shower. So there's an island of souls that keep accumulating due to the amount of sailors that crash there, and you set each soul free by playing a small game with them. The corrupted ones will try to attack you though, so you have a certain amount of time to click all the pressure points to calm them down or you pass out and lose some souls. That's basically it. If I have extra time I'll make it more complicated.

1:56pm now, time to continue debugging Aseprite. Hmm. I'd use another software to save time for now and get started, but having Hackatime would be a) so much better b) great for future projs too so. Yeah.

Taking a quick break on this, it's 2pm. I'll be back. <7 mins>

<28 mins total today>

2:12pm, I'm back. I have about 48 minutes till I'm busy again, I think. Btw for a title, I was thinking pressure point --> pressure --> surface pressure --> pressure shots

Idk I don't like it much. I need it to tie more to the theme...capsize? Nah.

2:18pm. I swear I've been working on this the whole time. Anyway, I think I'm gonna go with "wayward." Short, simple, sweet. Let me try exporting what I have as PDF now and see if it works.

Cool yup works okay.

Now what. What was I doing. Oh right. It's 2:22pm rn. I work slow as hell.

2:29pm, I'm still debugging. 2:30pm now.

2:33pm now. Aseprite still isn't registering in Hackatime :/

2:39pm. Still troubleshooting.

Reinstalling waka 'cause apparently that's necessary, idk. I probably had the wrong version or smth.

```
pip install wakatime
Installation because normal site-packages is not writeable
e-14.0.1.tar.gz (7.0 kB)
dependencies ... -|
```

2:49pm, still troubleshooting. Added the wakatime file path as an environment variable to my acc but running wakatime --version in terminal still doesn't do nada. I'm lost. If I don't get this done by 3pm, I'm just gonna find a pixel art software online to use and I'll figure Aseprite out another day. It's been 37 mins. Idk how I'm getting 6 hours today. And I'm gonna be busier in the coming days too so idk.

OOOOOOOOOOOOOGHHH wakatime --version WORKS it's 2:51pm now btw. Time to troubleshoot the Aseprite part of it.

2:56pm. Still troubleshooting. Gonna try a diff API key now.

3:06pm, debugging in terminal.

3:17pm. I think it's a lost cause. I'll just make stuff on it but no Hackatime ig. 3:20pm now.

<58 mins>

<1h 26mins today>

Made a lil sailor guy, 3:30pm. Wait there's some whitespace lemme fix that.

Yokay! 3:31pm now.



I'll keep the gameplay and art relatively simple. All the nice sailors will be in pastels, and corrupted will have other stuff ig.

Started the corrupt ver, but I'm gonna take a break. 3:37pm.

<27 mins>

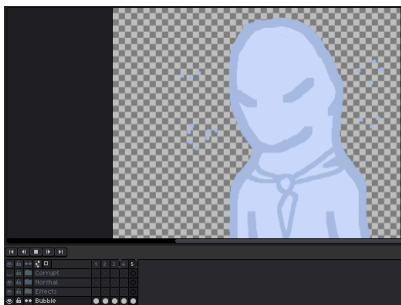
<1h 53mins today>

<2h 7mins total>

Barely getting to 25. Help. Help.

4pm, I deleted what I had of the corrupt ver 'cause I realized I could make animations. So I'm animating the normal ver first.

4:17pm, animation done! Just rising and popping bubbles.



I'll probably make like three other sailor types, then their corrupt versions.

<17 mins>

<2h 24mins total>

7:49pm now. I'm back. I need at least 4 more hours, but it'd be safer to get an extra hour because I don't know what's coming for me tmr. Idk, maybe I'll wake up early.

I think I'll make the corrupted version now.

Gonna add one more aura and then it's onto the next three! 8:06pm. 17 mins so far.



Done! I actually might not make other sailors for now because I want to get gameplay down. 8:12pm now.

Maybe I'll make a basic menu screen now bc idk.

8:29pm, spent the last few trying to debug Hackatime. It's not working for anything...

8:38pm. Still going.

< stopped ~8:45pm>

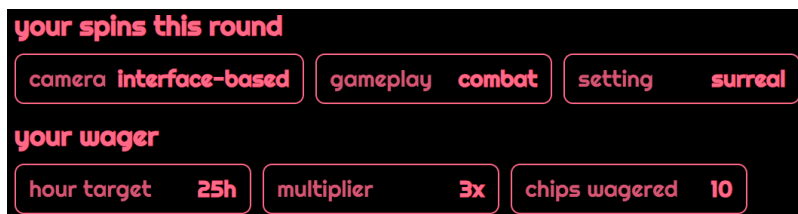
<56 mins>

<3h 20mins total>

## [1] 8.11.25 // day 1. gamble

*14 mins*

Idk it's 10:09pm. Somehow am gonna find upwards of six hours a day in the next four days to get free stuff...we'll see how it goes...



Okay. Interface-based combat, okay. I'm trying to brainstorm something so I have something to go off of tomorrow...it's 10:11pm now. <2 mins>

10:18pm now, I'm back. Maybe it's about staying awake and fighting off the outer forces that are trying to break through into your consciousness? We could do that. Maybe the point is to get players overwhelmed with information. Okay, cool. Actually no. Idk what that would look like. Oh! Maybe I can do that one game where each round you can either choose to shoot, reload, or defend yourself. That could be done thru an interface, and it's combat. Technically, right? I think so.

Wait lemme check if this is exportable as PDF. OK cool yes. Found it.

Now for the surreal part. That's a bit harder. I was thinking about unchecking the box and I was like nah but here I am. Maybe the game gets progressively more surreal the more damage you take?

OK, searched up the definition of "surreal." It's giving some artists, idr their names. 10:23pm now btw. 5 mins already...what have I done so far, idk. OK umm what was I thinking about. Right, so I don't have enough time to invest in a 3D game for surrealism, so maybe once you get to a certain opponent, the game starts getting cloudier and there are flashbacks in memory and the opponent flashes into a more realistic art style for a bit before going back. So it's like, a story that progresses and you unlock more information as time goes on. I should probably plan that now so I have direction later. And plus I'm gonna sleep soon. And plus this should still count towards my hours as long as I'm still working so yay. 10:24pm now.

Multiple opponents. And the gameplay can't be too boring. Maybe when you defend yourself, you have to click the option as fast as you can for a certain period of time OR click buttons that appear ASAP to increase the chance that your defense works. Same for attack. 10:25pm now.

Bro how am I gonna do 25 hours. This is a fever dream. Anyways!

Opp 1: settle down for a game bc you're bored, so the other person asks to teach you (aka the tutorial), you can choose to accept or not and then after you start playing. You play, blah blah, result doesn't matter. Maybe there are two more opps after that. One is just another one for fun. The last one is when your memories start getting like foggy or smth idk like with the flashbacks. I'm worried I won't have time to make all this though. Hmm.

OK I'm gonna do this 2D and with pixels. Aseprite. Did I spell that right, idk. But yeah.

Bom bom bom I'm so hungry it's 10:29pm now. I think I'm good for today. I'll finish--yeah, it's 10:30pm now. <12 mins>

--> 14 mins total today (gn!!)