Saturday, 2019.10.12 - Worked approximately 13 hours in total

- Focused the morning on adding new mechanic to Thrusty Ship called Fury. This is a pickup that once collected gives infinite fuel at full bore for 10 seconds with no possibility to slow down.

- Adding a pickup is complicated, as it affects numerous systems in the game. Realised that all of the levels in the client facing level editor don't contain data for this. Will have to create a saving machine that detects older files and modifies them later. Can't allow users to lose saved projects or users not to be able to play uploaded levels...

- Ate lunch at my desk.

- In the afternoon the mechanic was done, with most of its features ready. I took a break from serious work to focus on a screen overlay that helps with UX and immersion. This would be easier work, as it wouldn't be impacting existing systems meaningfully. This entailed programming a shader, and a state machine with coroutines managing these overlays. By the end of the evening most were done and ready. I'm not going into detail about all of the bug fixing as I develop the new features.

- Had dinner with the family and took a break for 30 minutes.

- Back to work in the late evening. Added a few more state overlays. In the end, I have overlays for "low fuel, frost, overheat, shield, and fury". This should be all of the ones I need for now.

- Time to design a level with the fury mechanic as a protagonist mechanic. By the end of the night, things got out of hand a little and I made a much more complex level than initially intended. It's coming along, but I think this one will require substantial massaging before I'm happy with it.

- Spent approximately 15 minutes on this document.

- Will be relaxing for 1 hour or so, while trying to find streamers to play Thrusty Ship via "Games + Demos" as I "relax". So I suppose that counts as work too... Whatever. :D

Sunday, 2019.10.13 - Worked approximately 11 hours in total

- Most of the day was spent on the level I started the previous day. I removed areas I didn't like and completely rebuilt them with a better solution. Fairly satisfied with the level now. I finally finished it after another 6 hours of work. Confirmed it could be perfected and set a Gold time trial time. This was easy to do because the best route is fairly easy to find in this level.

- I fixed various small cosmetic bugs that had been bugging me for a while.

- I added various effects to the new powerup. I am now almost satisfied with its look, but I think I still want a PFX for when it runs out

- Added SFX for all things related to the new power up. Have to test the one for when it goes out still

- I lost power while working. This corrupted some files in the project. I am now scrambling to fix this problem. As I do this, I'm writing this report, so I don't need to count any time lost to it, as all I'm doing right now is waiting for files to be moved.

- I confirmed that I lost my PlayerController code. This was a script I worked on a lot in the last week. I hadn't backed it up in a while, so I lost all of the work. I spent remainer of the night rebuilding it. I couldn't continue past 5:20AM. Tomorrow will be rebuild day... Very frustrated.

Monday, 2019.10.14 - Worked 16.25 hours in total

- The morning was spent researching Git solutions and learning how to use it. After a few fumbles, I got help from chat and created a Gitlab repo. This is ideal for me, as it allows files greated than 100MB. The goal of all of this was to prevent incidents like last night's to be as impactful in future. So now Thrusty Ship has its own repository.

- Had lunch at my desk. Then I worked on the PlayerController reconstruction. After a few accidents I was able to get it back to its former state. I took the time to make some small improvements as well.

- I had dinner with the family, which was the only break I took all day. Approximately 15 minutes.

- Back from dinner I started planning a new level, focused on the Fury mechanic.

- Sent an email to the project manager for the educational contracts to follow up.

- Responded to Unity with a request for more info for a bug I opened recently.

- Zoë joined me for the 59th episode of D and D. Went very well, lasted 1.5h.

- Created a tutorial for an AudioManagement solution on stream. The recording will go on YouTube tomorrow. Have to edit it.

- Continued planning and working on the new level. In the background I listened to an Australian chap playing Thrusty Ship for the first time. He seemed fairly lukeworm about it, but apparently wants to continue playing past W1, which is where he stopped. His audience disliked the game greatly, it seems. Interesting dynamic. I was glad I wasn't there, so they said what they thought to be true. Though the feedback wasn't very helpful, unfortunately. Once they decided the game was a "mobile" game, their mind was made up. The host mentioned an interesting thing, that the game looked good and was polished. We'll see how this develops.

- For some reason, my stream was a lot more populated than usual. We almost peaked 20 concurrent viewers. I was doing low key level design and engaging with the audience. Had to cut it short at 3:00 am, so I have at least some sleep.

- This report took approximately 20 minutes to write.

Tuesday, 2019.10.15 - Low key worked for an unspecified amount of time

- Woke up drowsy from general lack of sleep. First chore of the day was take Andrew to acrobatics class.

- When back, dragged myself to my desk. Read some news and various feeds.

- Went to pick up my son again.

- Got back, video work time.

- I started with the shortest video that I had to send to Unity for repro info for my bug I'd found. I prepared a Unity project dedicated to this, I then recorded myself reproducing the bug. I added info about workaround which explain the technical reason behind the bug. I then edited the video in Vegas and rendered it.

- Rendering takes time, so I spent that time talking to streamers, to keep the relationship going.

- Sent all of the information to Unity.

- I the edited the 59th episode of D and D. I have a process now, so this likely took 15 minutes.

- Rendering + Twitch pr

- Had lunch with the family.

- Got back, fell asleep at my desk repeatedly.

- Rendering was evenutually done. Moved on to the next video, the tutorial.

- Rendering. During this time, I did some research on speedrun.com for similar games to Thrusty Ship. Only two names I'm familiar with are Sub-Terrania (SEGA Genesis) and Solar Jetman (SNES). I contacted the speedrunners for these two games via Twitter, asking if they would be interested in Thrusty Ship. No response as of yet.

- Dinner with family

- Post dinner errands, taking the girls to their respective acro classes. Was on twitch as a participating spectator (PR) when at home.

- Started streaming Thrusty Ship speedruns. A buddy of mine on stream helped me setting up the necessary software better than I had. I failed to set a PB, but I did find a few new techniques to gain more XP as I play this type of speedrun.

- Stopped the attempts at 1 am so I can get a good 7 to 8 hours of sleep to improve my condition.

- Forgot to write this report. Did it the following day.

Wednesday, 2019.10.16 - This is going to be personal focused day. I need to do groceries, take trash to the local dump, awaken the cars from slumber to prep their fuel tanks for long time storage. I'm also meeting with a car nut friend tonight to shoot the breeze. Might squeeze in some work in between.

- First thing in the morning I realised I hadn't written my report for yesterday so I did it today. Took me 15 minutes.

- Prepped upload of D and D episode. This entailed getting an appropriate screenshot and editing it.

- Started upload of D and D episode.

- Prepped upload of AudioManager tutorial. This entailed uploading the project to my website, preparing a dedicated screenshot and tags (now saved for later use).

- Started upload of AudioManager tutorial.

- IRL work in the garage. Put batteries back into the Lotus and the Lancia. Need to add stabiliser to the fuel and fill up the tanks for storage.

- Uploaded both videos. Advertised one in two places.

- Went to the dump to recycle.

- Did some level design off stream, not very much. Barely any progress.

- Emailed my potential AAA employer (still interviewing) for news. No news for now.

- Had lunch witht he family.

- Tried contacting streamers for TS playing. Not much success.

- Went grocery shopping in the Lancia. Concerned about the clutch feeling weirdly stiff. Improved as I drove.

- Got back, smelled transmission fluid. Another leak? Oof. Doesn't look like it though...

- Did more Twitch streamer scouring. Sent one key. Not much hope.

- Got TS coverage from a minuscule channel. Positive, as usual. But too small...

- Had dinner with the family.

- Took Zoë to judo.

- Back home, more Twitch work. No bites.

- Did some Steam research to support leaderboard ghosts. Surveyed my audience if this is a feature I should add. Seems like the answer is no.

- Went to pick Zoë up. Met the educational games guy there. He promised to send me the contract tonight... That was a lie.

- Took her home in the Lotus. She was quite happy about that, which is nice. I then left home with some baking goodies to go meet my friend. Poured stabilised in the tank and we went for a night run, where we discovered my lights suck. :D We went back home, stopped by a fuel pump. Filled up to the brim for winter. Then I chilled at his place for a few hours and help his wife setup her PC.

- Got back home, more twitch work. One bite. Hopeful about this one, but he is tiny.

- It's 1 am now, writing this took approx 15 minutes. Will chill for 1 hour or so, then go sleep.

Thursday, 2019.10.17 - A mix of personal work and dev. Not sure how long I've worked on dev. Must be approximately 8 hours.

- Started the morning late with a level design stream. A few hours before I had to take the kids to various courses and similar.

- Had lunch at my desk. Interrupted lunch to take a Lilith to science class. Left stream on break.

- Continued lunch and stream / level design. Somewhat little work got done at this stage.

- Stopped streaming after lunch to deal with the other car and park them all in the garage. Added fuel stabiliser, then filled the tank to the brim, and parked it. Was able to improve the garage layout to fit all 4 cars in the 2 car garage much more elegantly. I have more room now. Pulled batteries from both cars and hooked them up wiht a battery tender each.

- Received confirmation over the phone from Los Angeles that I didn't land the job I applied for.

- Picked up the kids from activities. Went to the library to get children more books.

- Got home, about 1 hour to dinner. Decided it wasn't worth streaming more, and instead went to various streamers to promote TS. Got a few mild bites. Nothing too enthusiastic.

- Was contacted by one of the game's fans today. He wants to finance the addition of 3 more ships to the expansion. I argued the terms of the agreement with him. It all seems fine. I got in touch with the artist asking for his service. I threw in another tile map, just in case. Cost is contained and I was able to negotiate a decent rate. So far, everyone's happy. I'm expecting to get this art by the end of the month

at the latest. Early days for this. Had a phone call with the investor / fan to discuss design of the additional 3 ships. We came up with at least one convincing idea that I like, possibly two.

- Zoë arrived in the middle of the phone call. I had her wait for approximately 20 minutes. We started D and D late. We still did a 1 hour + episode. Went well.

- I switched to streaming TS development. Did more level design. Finally finished a new level. Took me almost 3 whole days to make... These more complex levels are quite demanding when it comes to effort... Worried about scalability. But, it's level 5 / 24. So progress nonetheless.

- During the last stream of the day, a relatively new audience member who is involved with dev but also gaming, was able to convince a gamer to raid my stream. I gave him and his audience a demo, he stated the game looked very good and that he was going to buy it full price the following day. This is the kind of community advocacy I badly need. It's but one example for now, but I keep working on the project. Maybe one day...

- Wrote this report. I believe it took approximately 15 minutes. I did this on stream.

- Damn, a guy I'd asked to play TS actually did tonight. So I stayed and watched. May have landed some potential sales? but I doubt it. It's 2:20 am now... Oof

Friday, 2019.10.18 - A dev intensive day. Worked many hours. no idea how many. From about 12am to 2am, so 14 ish

- Received first draft of contract for farming equipment safety educational games. The contract was an absolute legal mess of vagueness and missing clarification. I spent more than one hour amending the contract and sending it back... I love working on legal documentation...

- Set the Steam discounts for OVO Smash! and Thrusty Ship for all upcoming sales. Will be investing time and energy telling people about Thrusty Ship on Twitch in near future.

- Spent some time talking to a potential collaborator. He's a great fan of TS. I want him to go out and evangelise players. I'm trying to get him to do that actively and extensively.

- Started working on the game late due to lack of sleep. Found myself working really poorly and sluggishly. A few hours after having lunch at my desk, I decided to stop streaming and to take a 20 minute power nap. Ended sleeping poorly for 2 hours.

- Had dinner alone, I'd missed dinner due to the nap. I'd also neglected to take Zoë to Judo. Lara took care of it. I was able to go pick her up at least.

- Started streaming after dinner.

- Built a whole level for Thrusty Ship. A short one that works well to introduce one of the new mechanics. Really happy with it. That makes 6 out of 24. And I found a great route for the time trial which is not obvious as well. Great experience figuring out a good path.

- Fixed many niggling bugs with the new mechanics and some older stuff as well.

- Somewhat distracted by the stream today.

- Was disappointed not to receive updates from the contract guy. It is what it is.

- Finished streaming at 2:30.

- Started looking for streamers to play TS. No success so far. It's 3am. Will call it quits and go to sleep.

- This report took me approximately 15 minutes.

- Found a bite with a decent viewership at 3:30 am. Going to sleep for real now.

Saturday, 2019.10.19 - Huge dev day. Worked from 10am to 12:30am, so 14 hours

- Started the day and noticed a guy from Toronto was streaming TS. Went there. He was great in his feedback, raw and critical. Strongly opinionated. Wrong in the majority of comments, but I really liked the spontaneity. Was a great way to measure if the game was capable of surviving his angst. Great new is not only did he survive, he came out a lover of the game. At least that seemed to be the case to me. THis is his handle: https://www.twitch.tv/ktgoggins. Worth remembering about this guy when you have a game you want feedback on. He will slay you to your face, and it's the best kind of realistic feedback.

- Wolfman, basically TS's biggest fan, worked on levels and improving his skill in TS all day long. Literally. Very fulfilling as a dev. Good for morale. He also exposed a few serious bugs I would have never found. Added them to the log.

- Before lunch I worked on the artist's next contract. I prepared the documentation and the contract and sent it off. He confirmed receipt.

- Had lunch at my desk.

- Worked on a new level. Frequently distracted by other TS streams, unfortunately.

- Had dinner with the family.

- After dinner I immediately started looking into the major editor bug Wolfman found. A reproable crash. I quickly discovered the problem was hidden due to me using a dynamic variable. Curse the day I did that. I refactored everything to remove this variable. The code is a little less elegant now, but much less error prone. I eventually found the bug. I even found MORE bugs I couldn't see due to the dynamic

variable. I'll never use this system again. Anyway, by midnight I was done with the refactor and the majority of the bugs. Only 3 are left. I'll fix them all tomorrow.

This report took me 15 minutes. I will now proceed to improve the look of the report in a PDF. Nothing special, just make it more readable (now it's a TXT).