GameDev Skills: Year Four

Description

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Like Napoleon Dynamite, Iâ??m going to embellish what I did this past year. Yeah, I was hunting wolverines with my uncle in Alaska. It would explain in a cool way why I got so little accomplished.

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Here is a summary of what happened this past year:

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- I am disappointed that my task tracker is broken. It resets itself and I lose my settings and cumulative stats. While I can combine the stats and reset the groupings, it has become tedious. I donâ??t have a sense of how many hours Iâ??ve worked on my project. Iâ??ll need to look for another way to track my 10,000 hours.
- In January I figured out that it was time to use a different genre for that game. Previous to that I planned a different game design (Visual Novel) but those kinds of games do not have the dynamic worlds that I want to create.
- I also decided in January that a Roguelike is the right genre. The Action RPG that the Heropath Demos was based on does not have the coding and design structure to introduce the layers of challenge I want (or Iâ??m capable of coding). Plus Roguelikes tend to be more abstract which is easier for me to work with at this stage of my skill.
- So far I have been working with the following codebases that are written in Python such as Complete Roguelike Tutorial using Python and Yet Another Roguelike Tutorial using Python. My plan is to use Selinaâ??s Godot translation of the Roguelike tutorial which allows me to stay with middleware that Iâ??m familiar with.

- Regular life encroached on my time to code and build the game. Same old story. It is what it is. Overall it was a productive and enjoyable year despite the lack of coding progress.

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Like I did with Heropath, my plan is to start refactoring the Roguelike codebase to fit what I want to do. I attempted to two experiments with AI Coding and I must say they were pretty atrocious. I will use AI to help educate me but it will be up to my own raw effort to learn what to do.

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Happy Canadian Thanksgiving! Iâ??m thankful for my family, friends, and the amazing software and tutorials that has allowed me to get to this point.

â??Attention is the rarest and purest form of generosity.â?• ~ Simone Weil

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Category

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Tags

1. Awareness / Understanding
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