STRAIGHT!?

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STRAIGHT!?

Sup,

So it's been a bit since I checked in and I wanted to bring y'all up to speed with where things are at 'cause I know it's been a wait for v017. I'll first say I lost a few days last week due to pretty serious illness, missed work, the whole bit. But, I've bounced back and ended up hitting about where I wanted to be by the end of last weekend anyway. I've also hit the deving, writing, and CGing pretty heavy over this weekend. It's not done yet and I may be able to complete some more before I completely run out of juice, but here we go for another round of rambling nonsense with where things are right now.

CGs

I know some of you check the Overview tab regularly so you'll notice the CGs didn't budge much last week but have jumped pretty significant this week. This is mostly due to limitations with where the writing was at.

Last week, we had probably 350 images that were in the bank but needed actually coded in. I spent a good two days actually coding all the pictures in and making sure they work. While that doesn't sound like a lot, it took about 8 hours to code them all in and sort through stuff.

For anyone that has never worked with game development like this, the process of coding these in is very tedious. It's also easy to space out and make typos, which crash the game because the program can't find the image when you can't spell the pathway for shit. So there's a lot of coding, then searching for what you fucked up, then coding again.

In short, the major goal for last week was to get all the current pictures into the game, converted, reduced in file size, and make the current draft of the game bootable. I want to make it very clear that the game draft is not finished yet but the goal was to get the game working so that I could truly see how it looked. One of the most intimidating parts to this is you write it, then do pictures, but I can't see them together until everything is coded into the game.

CGs Continued

Sometimes your vision doesn't end up playing out right when you smash everything together. So you need to actually see it. Plus, a couple of the remaining scenes that need written are sorta like summaries of the previous scenes and I figured I could get some inspiration for the writing if I was to actually play the game in its current state.

This was accomplished and I managed to make it through the current version of the game in just under 2 full days last week. Normally, a first playthrough takes forever because of spelling errors and bugs in the code that have to be tracked down before I try and figure out what the problem actually is. This progress percentage is also reflected in the Overview tab on the "second draft progress."

The images still need corrected and some Photoshop effects which will primarily be Jordyn taking the reins there because I don't know the first thing about Photoshop.

Writing/Rough Draft

So the rough draft is still not complete but this past three weeks, I was able to finish two more sections. One of these was a particularly interesting section to do and it took awhile.
Initially, Blayke helped write a few of the scenes for this update--in this case the opening scene (which is a driving scene--no surprise there). I then took his version and peppered in my own comments and dialogue--making it the first truly collaborative writing scene in the game that's probably about 50/50 of each of us. I like this and it felt pretty good to have another perspective on the writing stuff.

Blayke was able to take things in a few interesting directions that I hadn't considered which will likely play out more fully in later updates.
Hint: we planted more seeds 'n shit. As it stands right now, I'm still merging together a second scene that Blayke wrote the draft for. Also, I've made the decision to merge two separate events into one continuous event during the beach scene.

This shouldn't change things and we likely wont feel much of an impact here but it should shave some development time down. I say this in contrast to earlier updates and scenes in the game when I was doing this completely solo and purged entire scenes from the game just to make deadlines (For example, Braden's girlfriend was originally supposed to be in the game during some earlier chapters but was cut). So no actual story cuts here. After that, there's two shorter scenes left that are sorta like summaries. That's what I was prepping for earlier when I was discussing the bootable draft of the game.

Back to CGs Again....

So I'm still working on the CGs for the merged scene referenced above. It's sorta image heavy but I'm trying to find ways to make this scene more efficient. The last two scenes after that may be a somewhat average length for scenes but I don't anticipate many required CGs for them due to both scenes being mostly dialogue. So that should help with catching CGs up a bit.

Personal Rough Draft Thoughts

So i never fancied myself as an "artist"--or even a "writer" before. But most artists are typically their own toughest critics. I've talked before about some of the scenes in this update as being very important and emotional exchanges. On my first playthrough, I'll admit that the rough draft isn't too bad. It's probably one of the best rough drafts I've played through so far so I'm still optimistic.

In my heart, I still want this to be the best update we've seen so far. This section of the story means a lot to me and I want it to work. There's more action and emotion in this update than we've seen in any previous one. This is primarily why it's soooooo fucking image heavy. Just trying to get some of the mannerisms down, facial expressions, etc. to help punctuate the dialogue and what happens here. It still needs a lot of polishing but that should come easier once all the writing and pictures are done and all in one place--right now I have stuff spread all over Hell so my head is scattered. Those of you who knows me pretty well know damn well that I can't write or function when my head is scattered all over the place.

It's getting closer though...

Aaryn & Team <3

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