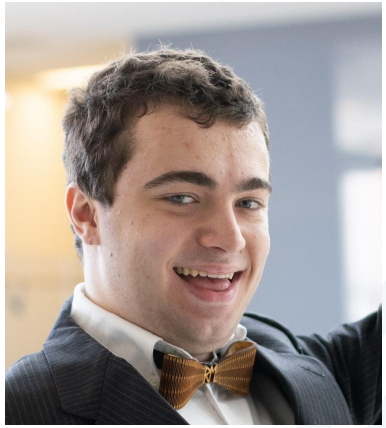
A Journey Through ~~October~~ #devtober

Robert Marzec

A Quick Intro

I'm...

- Robert Marzec
- A Junior @ UMich
- Studying CS
- A programmer/ game developer/ app developer?
- Giving a presentation RIGHT NOW



(still figuring this out...)

What is Devtober?

Devtober is a personal challenge where you:

- Work on a game a little every day
- Post your progress on social media (use the hashtag #devtober)
- On the very last day, write a post mortem

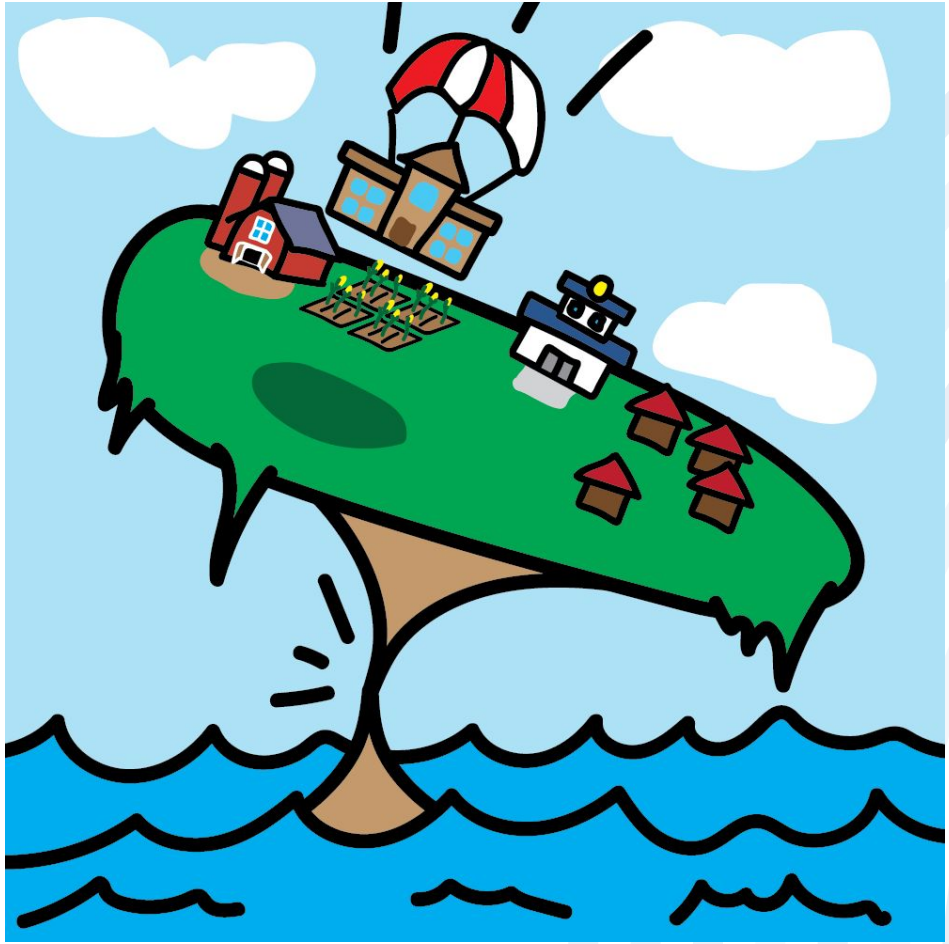
That means it’s time to speedrun 31 days of progress!

But first, Ludum Dare!

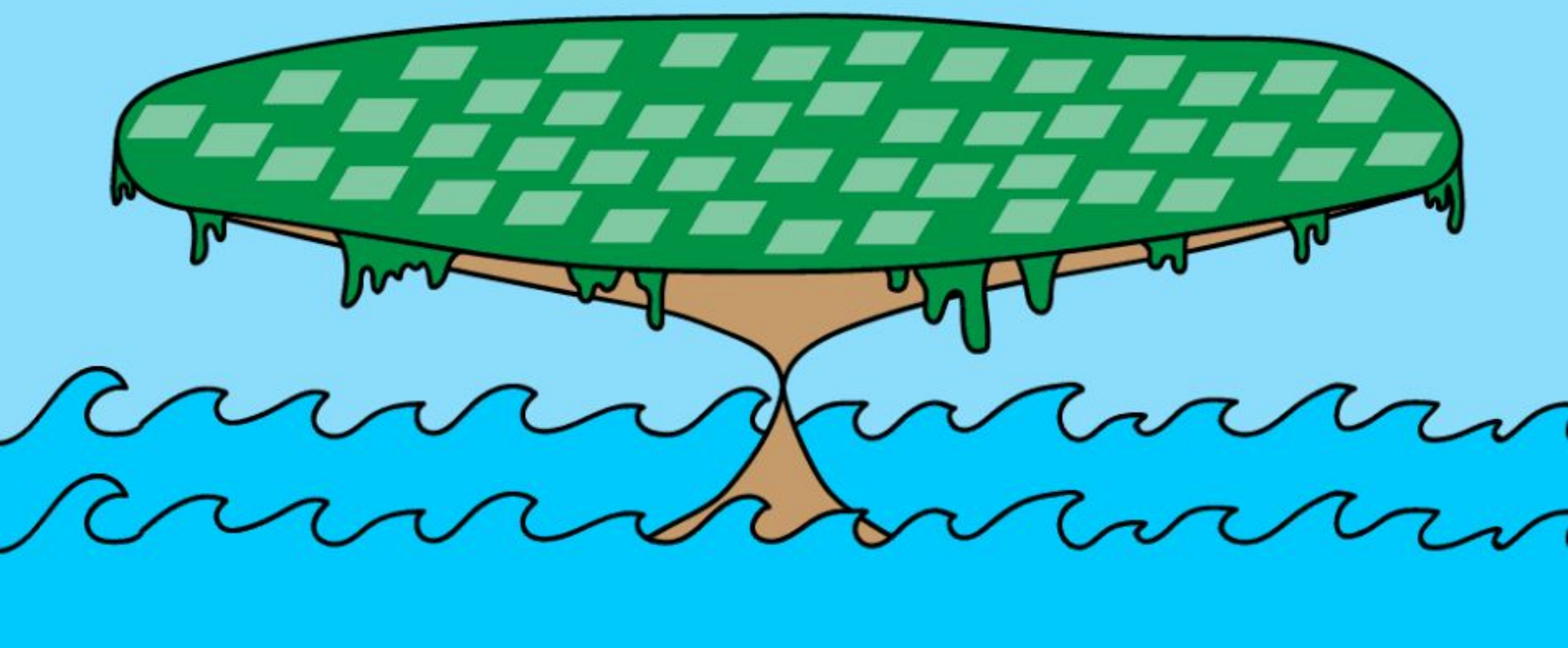
A big motivator for starting #devtober was...

Ludum Dare

Day 1:

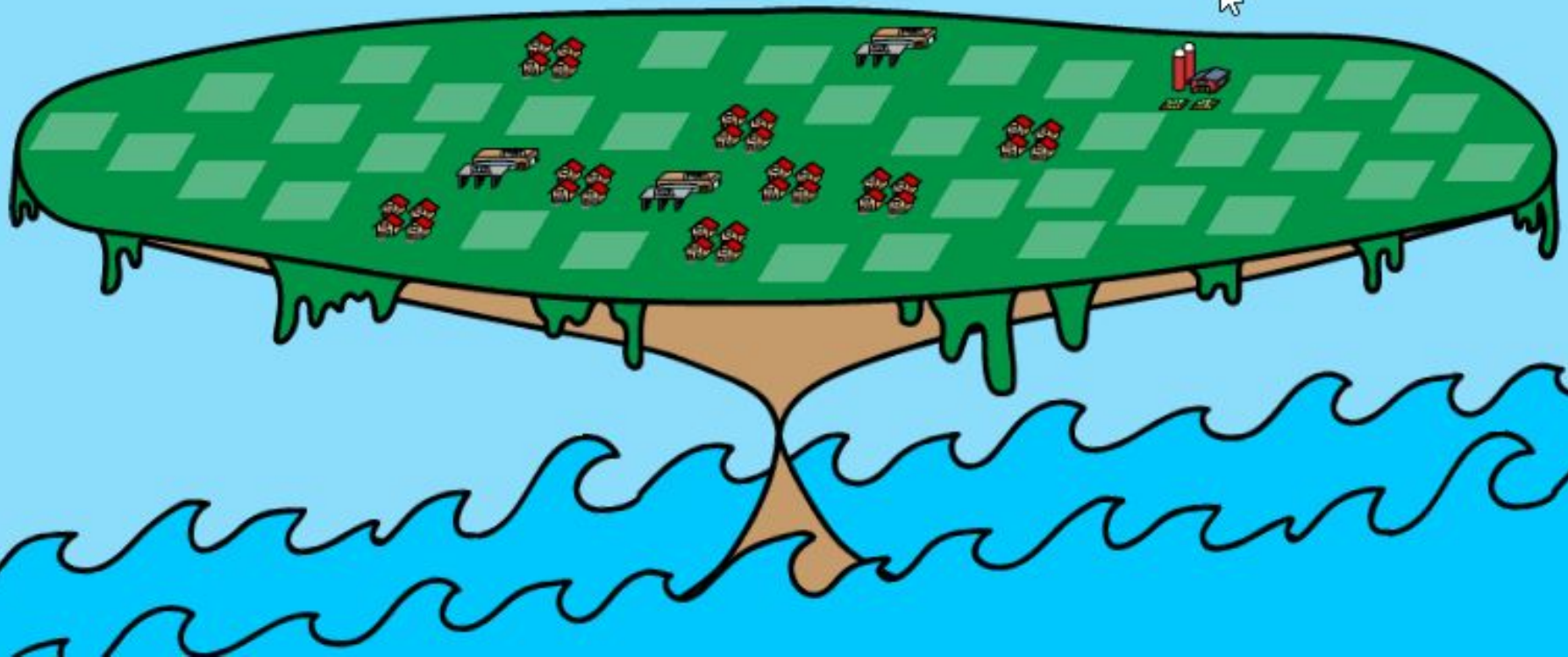


Day 2:



DRAG ME!

Day 3:



The Results

Results

Final results

Overall:	**202**nd (3.625 average from 30 ratings)
Fun:	**80**th (3.845 average from 31 ratings)
Innovation:	**265**th (3.357 average from 30 ratings)
Theme:	**25**th (4.345 average from 31 ratings)
Graphics:	**266**th (3.448 average from 31 ratings)
Audio:	**118**th (3.586 average from 31 ratings)
Humor:	**98**th (3.46 average from 27 ratings)
Mood:	**283**rd (3.2 average from 27 ratings)

Number of Submissions:
2939

Jam (2204 : 74.99%)

Compo (735 : 25.01%)

Unfinished: **70**
Unpublished: **2796**
Warmups: **0**

Go Try it Out!

rjmarzec.com/idga1

Day 4:

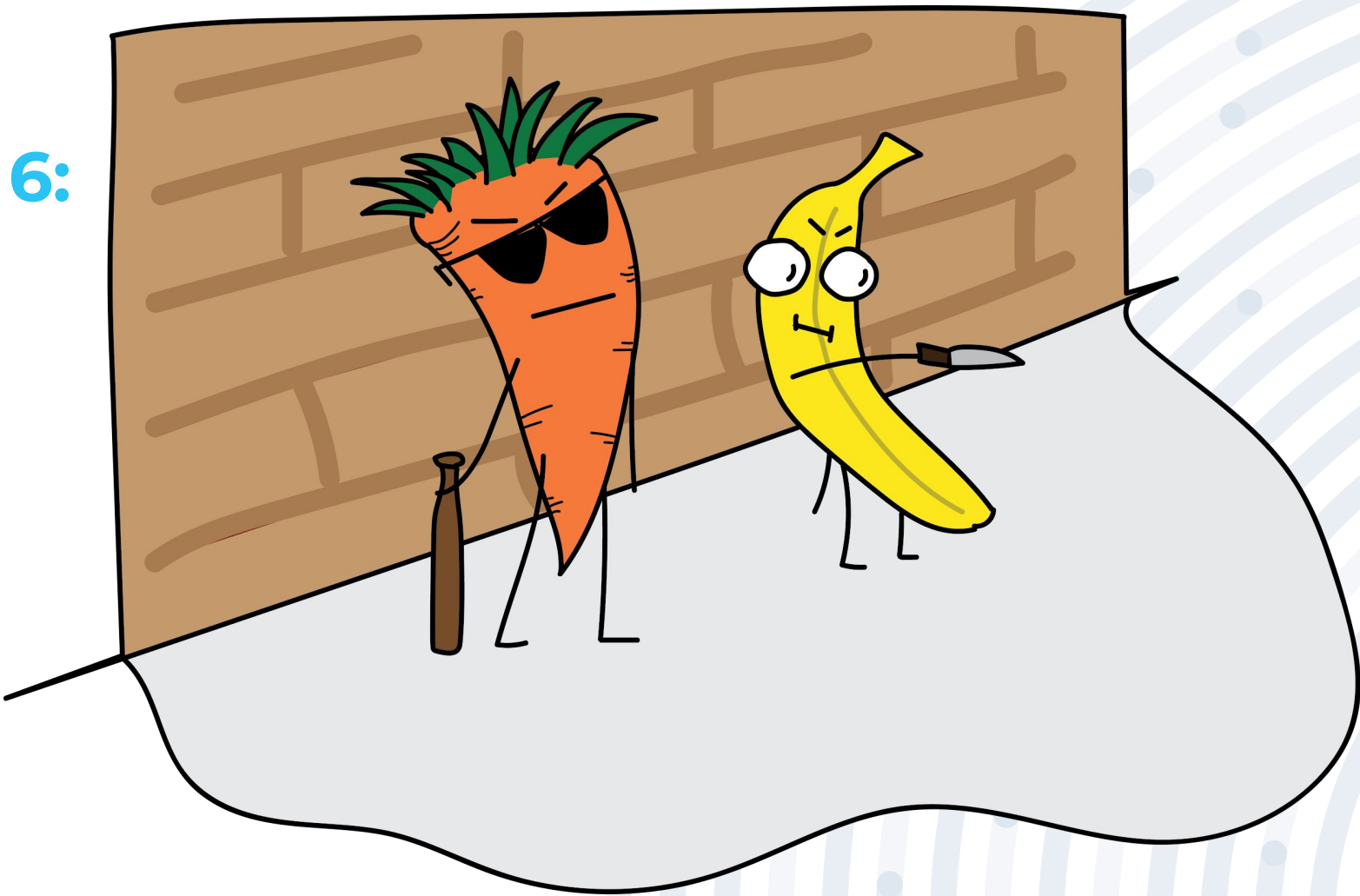
How does the turn order work?

How does turn order work? This is important to lock down nicely early because it informs the back-end of what functions each card can implement (through inheritance), as well as setting up the structure for events. Each "phase" should publish an event signifying its start and end so that different files can all hook in nicely to them

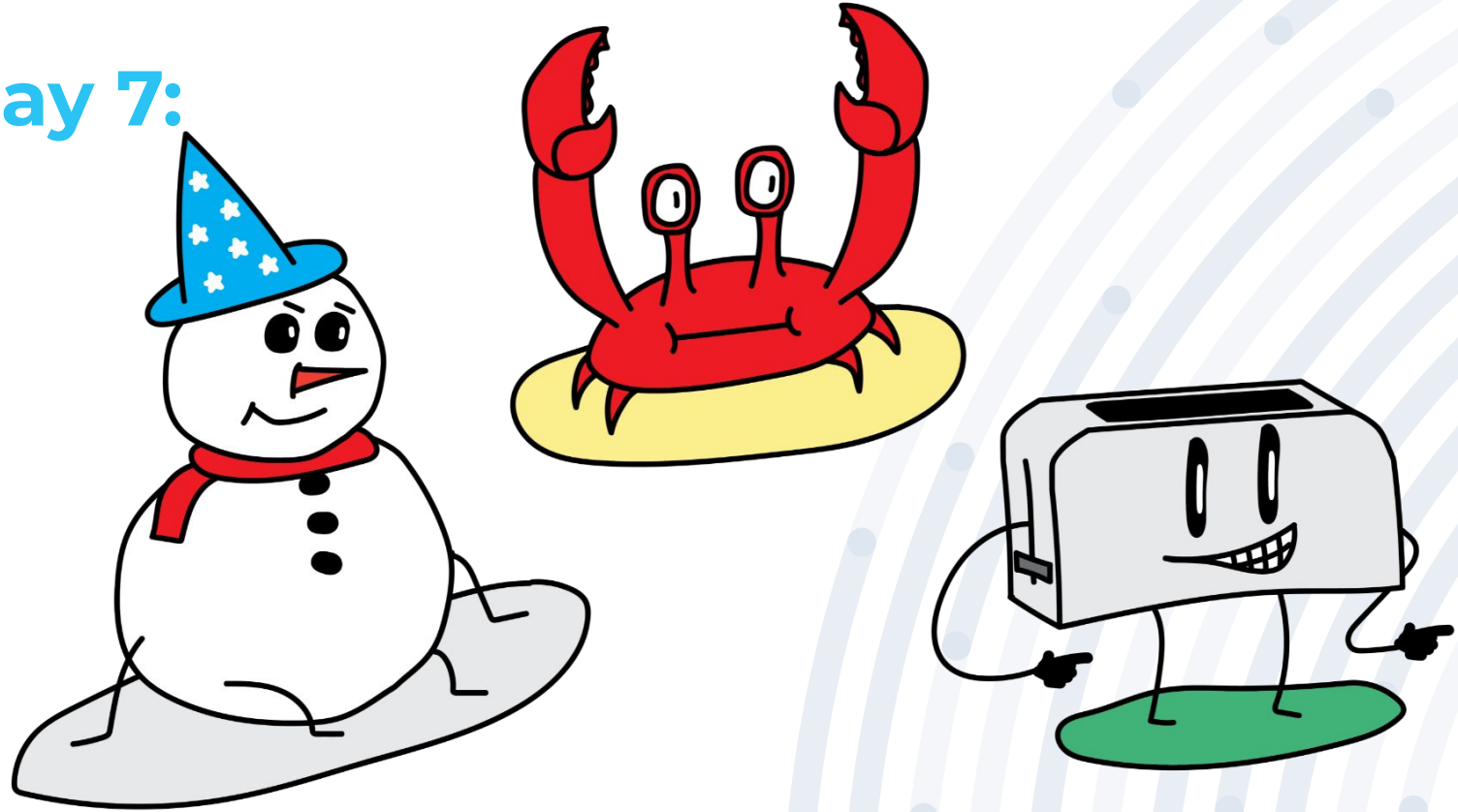
- Battle start
    - Start-of-battle effects trigger
- Player turns start
    - Player draws cards
    - Player is given the opportunity to level up with a card
        - Player on-level-up effects checked
    - Player start-of-turn effects trigger
    - Player effect loop begins
        - 0. Player "event loop started" event triggers, which should reset the "next ability" of the ability list to point back to the start
        - 1. First player "get next ability" event trigger manually
        - 2. Ability list publishes event with next ability effect included

Day 5:

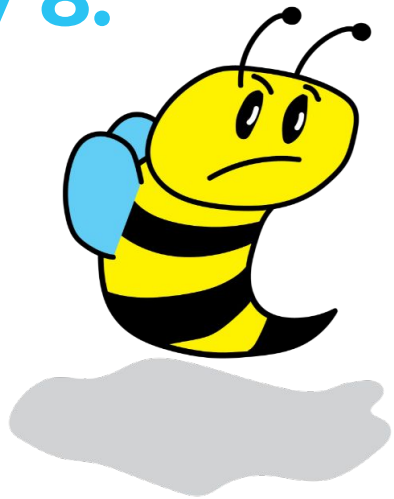
Day 6:

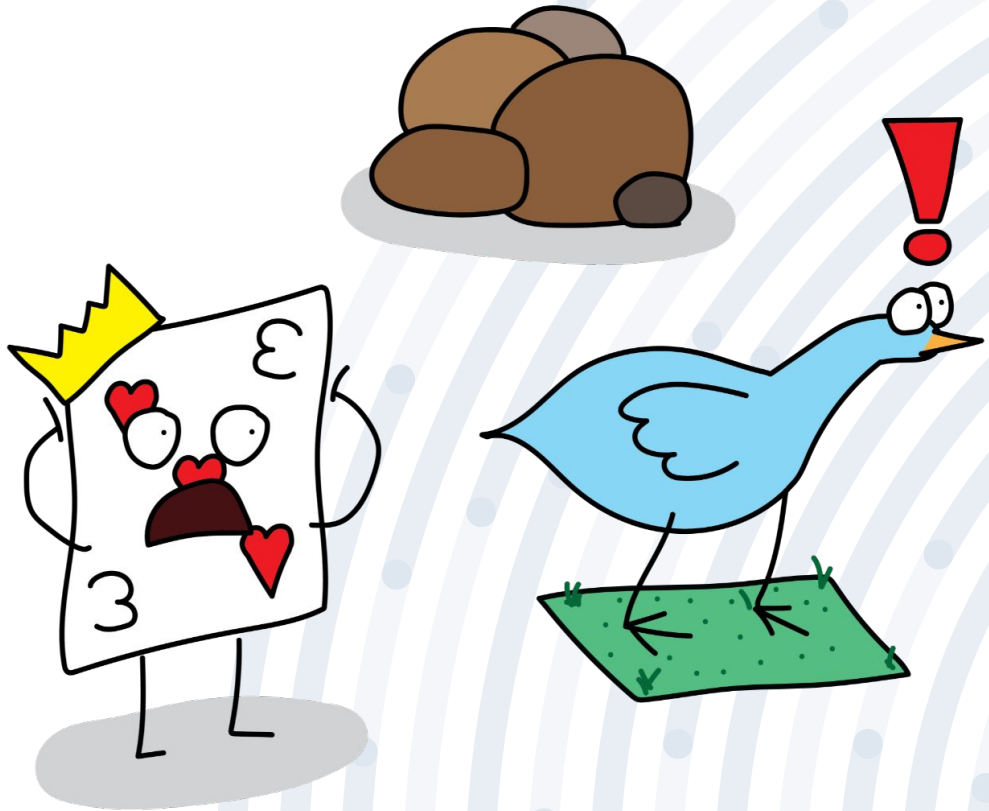


Day 7:

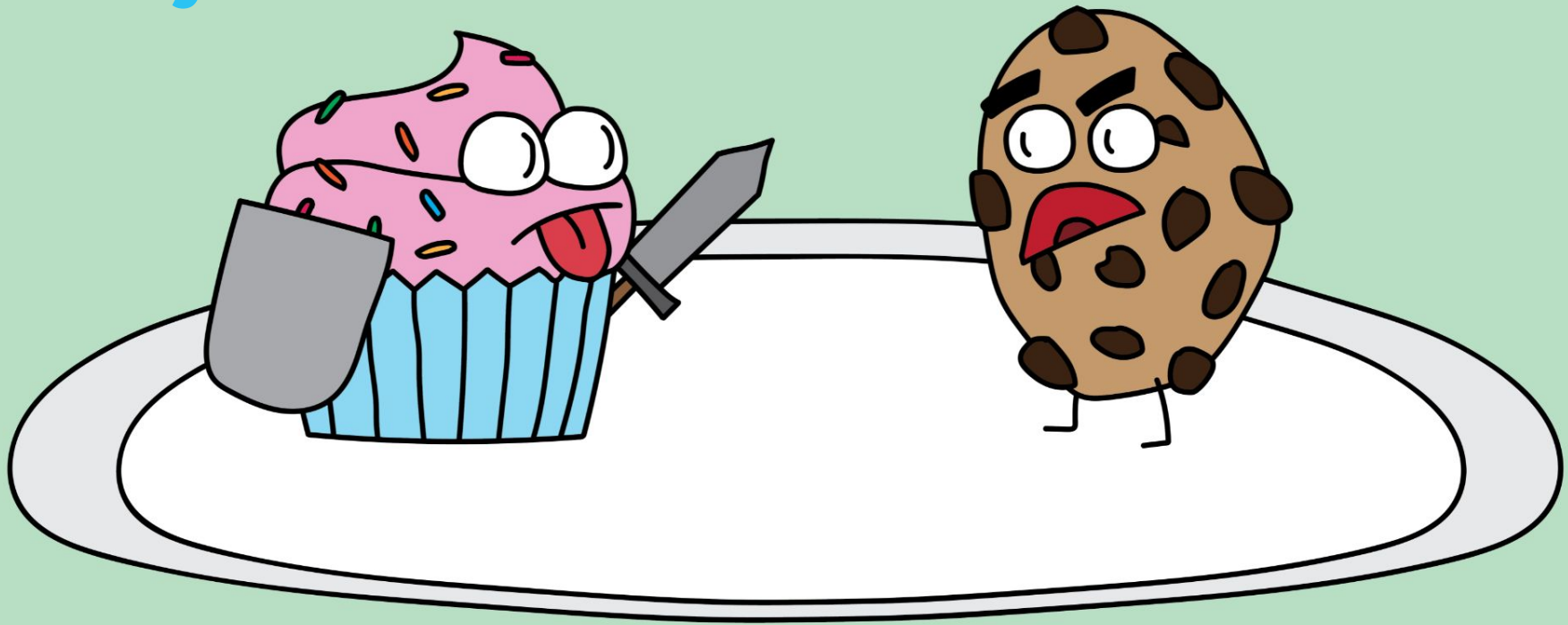


Day 8:

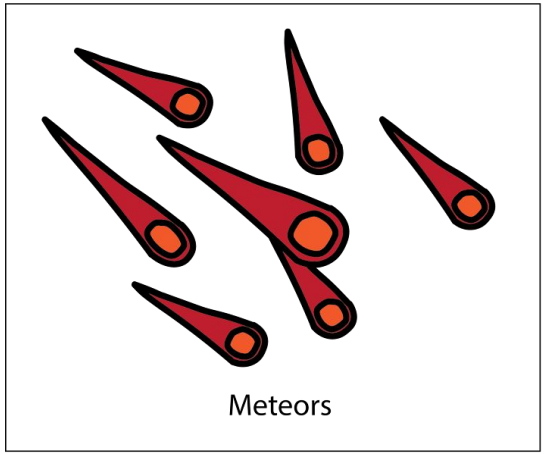


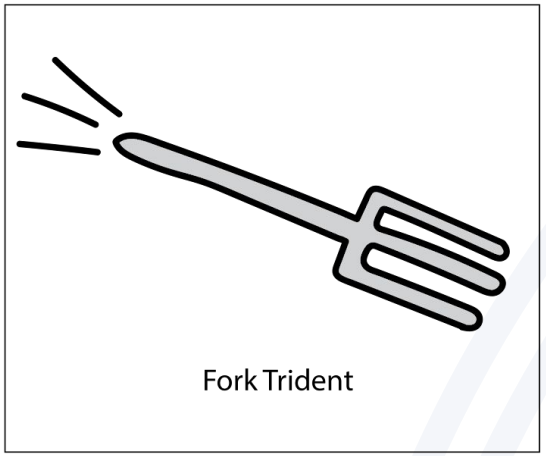


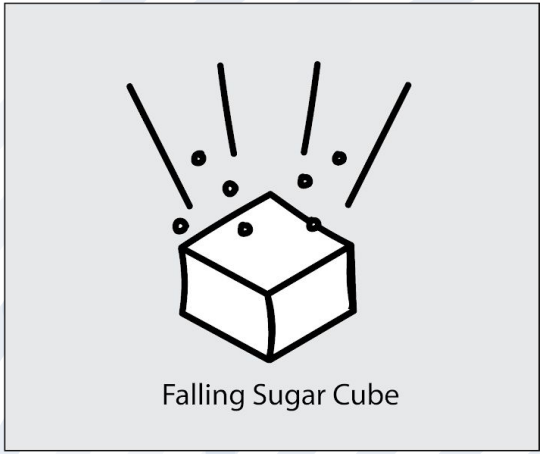
Day 9:



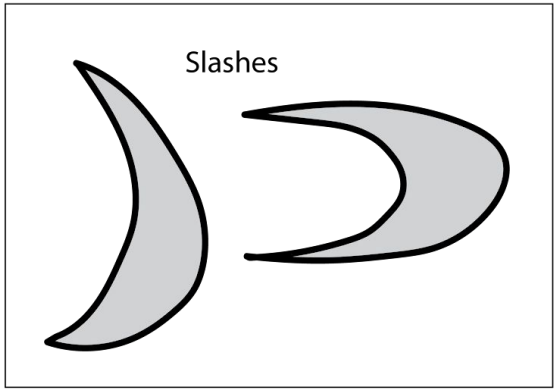
Day 10:

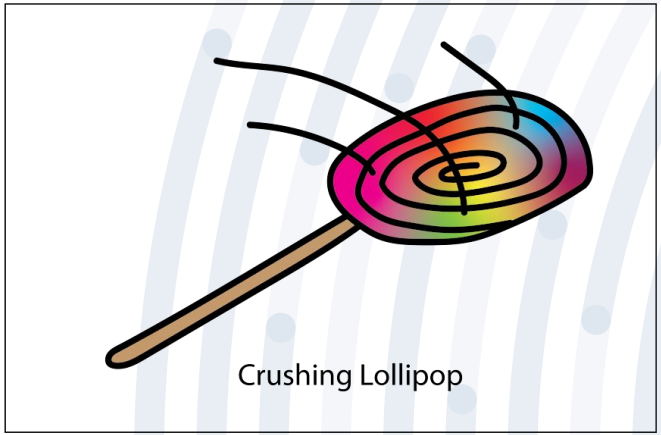

Meteors


Fork Trident


Falling Sugar Cube

Day 11:


Slashes


Crushing Lollipop

Day 12:

...

Day 13:

...

Day 14-18:

...

I needed a break!

Running a Hackathon
+ Midterms
+ Class Projects

= **NO GOOD**

Player Health: -1
Enemy Health: -1

Day 19:

Abilities:

...

(Press 1)

Attack 1

(Press 2)

Heal 2

Player Health: 50
Enemy Health: 100

Day 20:

Abilities:

(Press 1)

Attack 1

(Press 2)

Heal 2

Player Health: 50
Enemy Health: 100

Day 21:

Abilities:

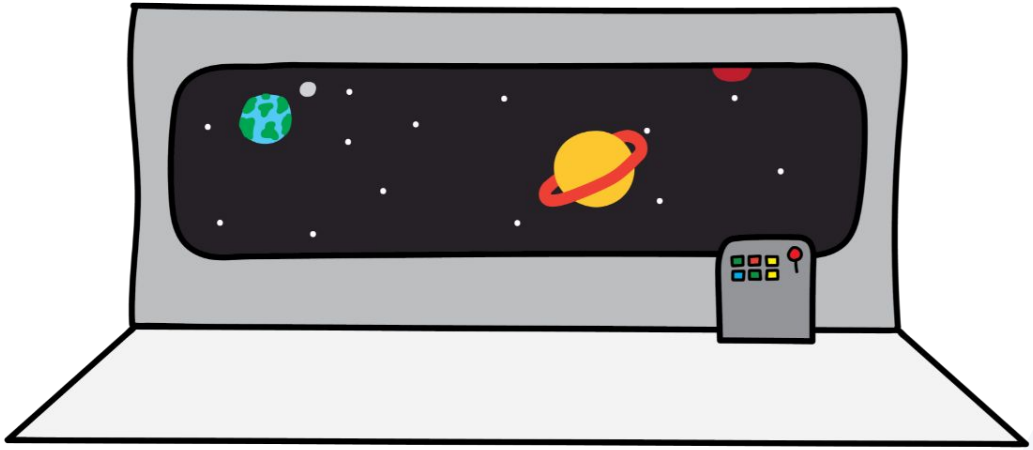
(Press 1)

Attack 1

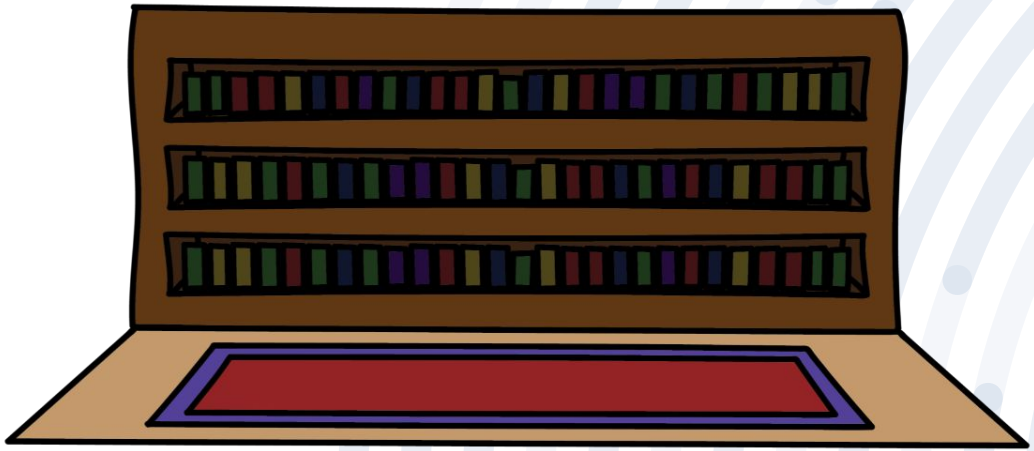
(Press 2)

Heal 2

Player Health: -1
Enemy Health: -1
Day 22:
Abilities:
...
(Press 1)
Attack 1
(Press 2)
Heal 2



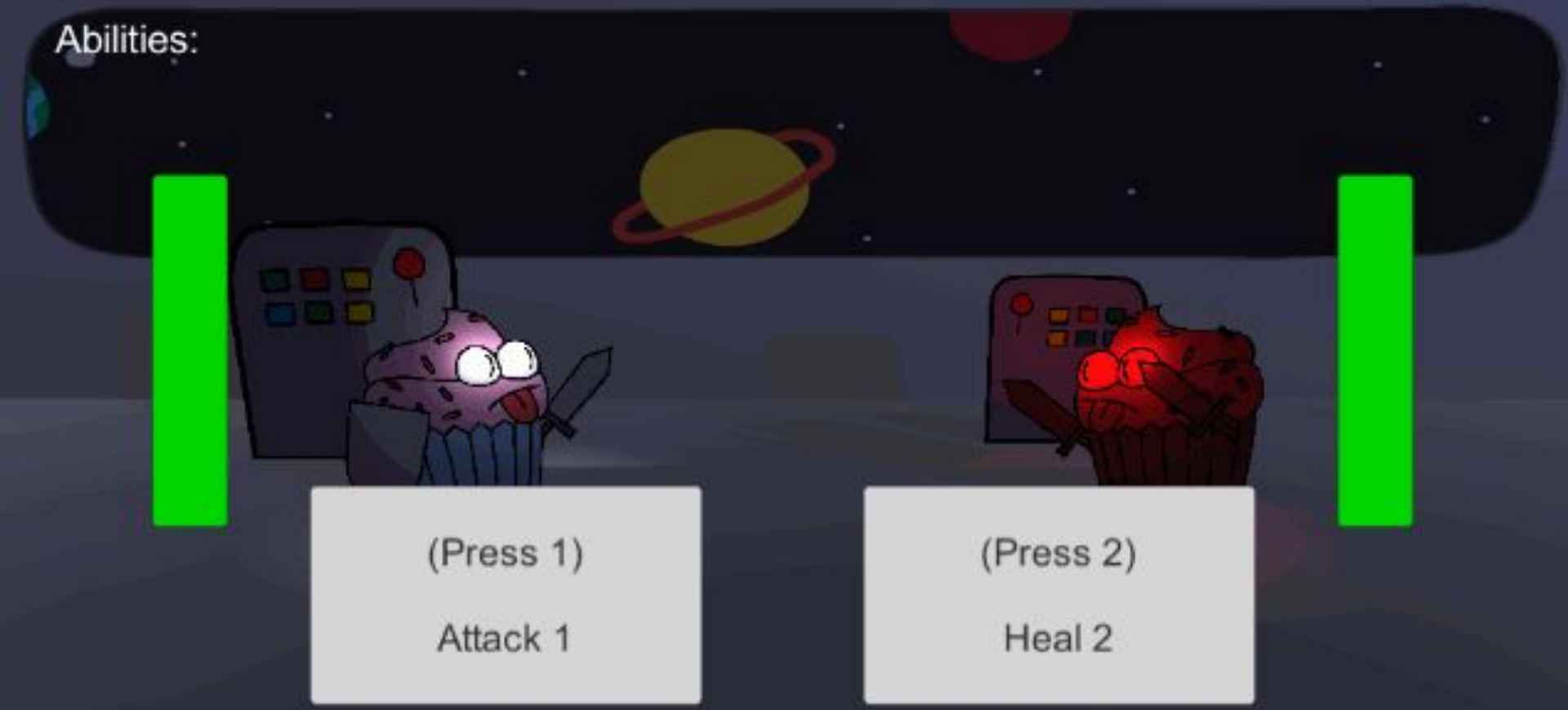
Day 23:



Player Health: 50
Enemy Health: 100

Day 24:

Abilities:



(Press 1)

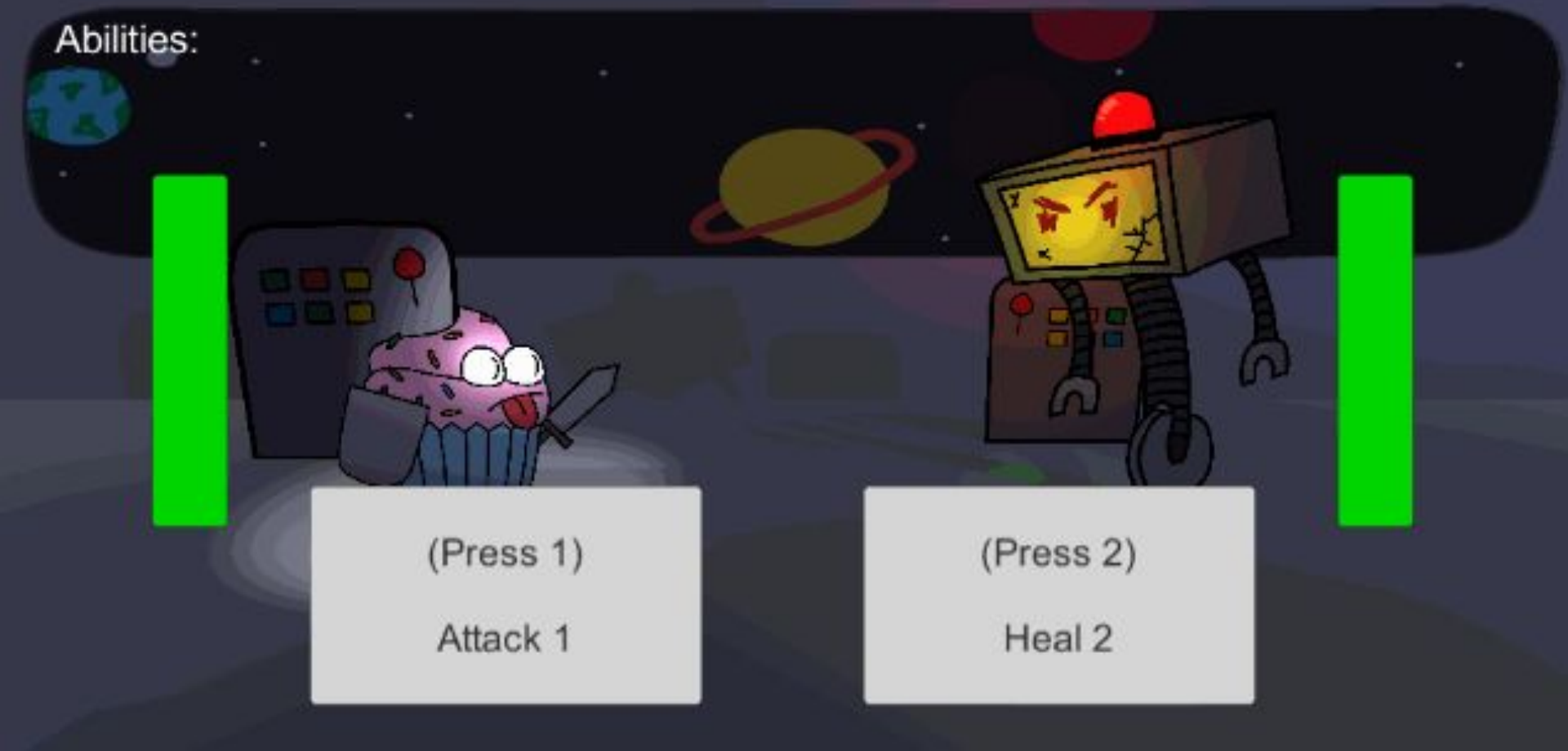
Attack 1

(Press 2)

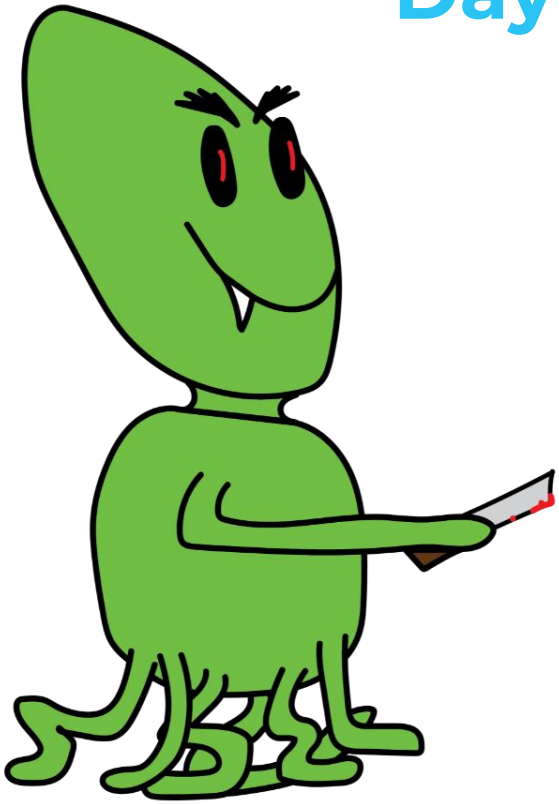
Heal 2

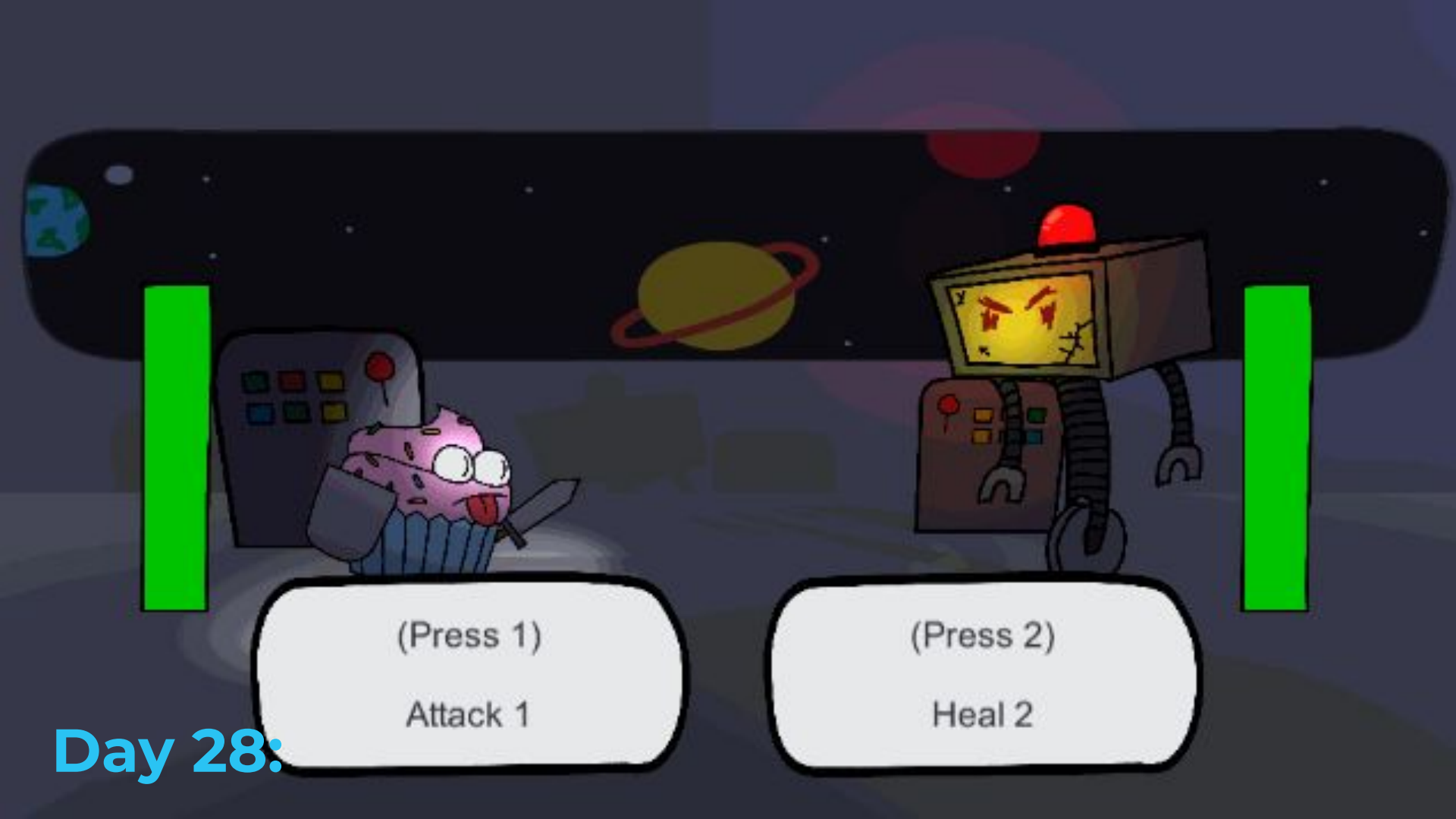
Player Health: 50
Enemy Health: 100

Day 26:



Day 27:





Day 28:

Day 29:

Day 30:

Day 31:

Audio!

(that I can’t exactly share
through a presentation easily…)

Go Try it Out!

rjmarzec.com/idga2

(I blame Unity for the horrible web build lag)

So, What Did I learn?

- Work on a game a little every day
- Post your progress on social media (use the hashtag #devtober)
- On the very last day, write a post mortem

So, What Did I learn?

- Work on a game a little every day
- Post your progress on social media (use the hashtag #devtober)
- On the very last day, ~~write~~ **present** a post mortem

A little bit of work every day isn't for me

- It's stressful
- Very time consuming
- Every day I thought "uhhh I have work to do still..."

... but, I'm glad I stuck with it and learned that!

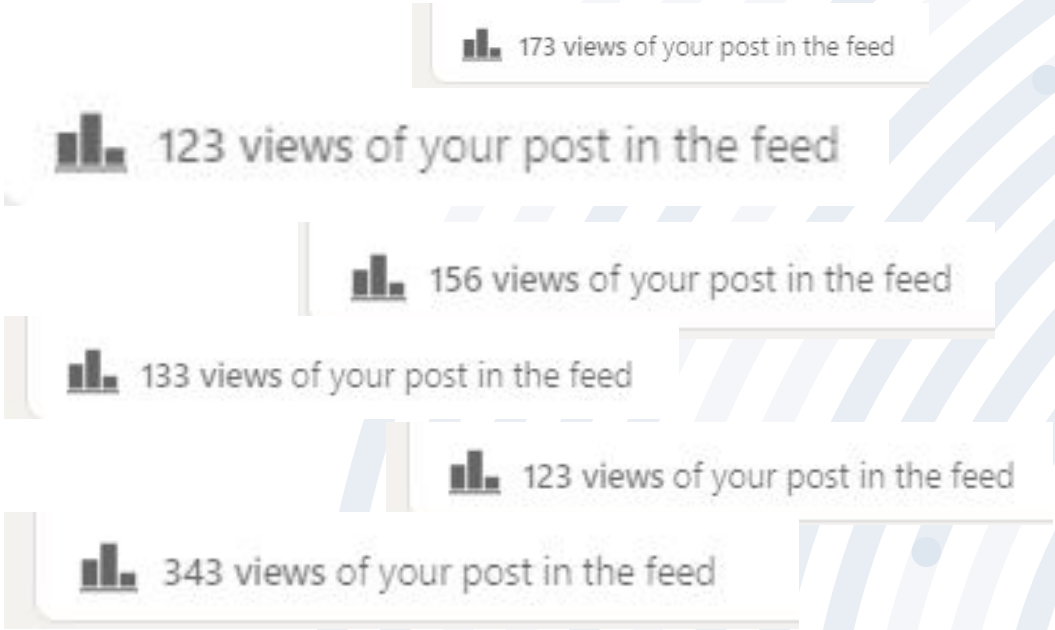
A little work comes a long way

I didn’t work on something big every day, but I still have something that looks good and is playable!

I learned more about...

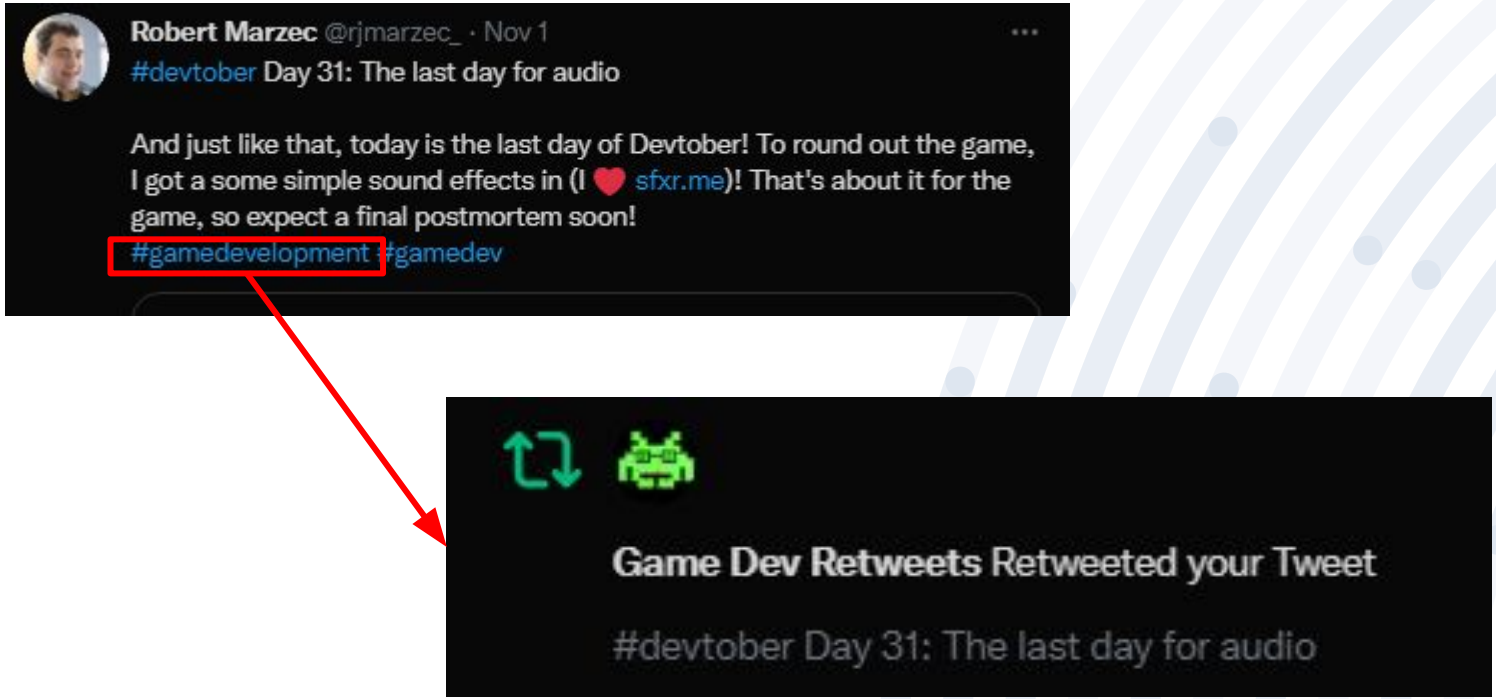
- Making lighting look cool in Unity
- What art styles/themes I'm good with
- The fact that taking breaks is alright sometimes

LinkedIn Engagement is Crazy



Context: I have a network of ~100 people

Farming Twitter Retweets is Easy



Ludum Dare Commenters are 💗

by **quanperfect** (@quanperfect), published 3 weeks ago

Simple concept, pretty fun. Thanks!

by **Shuimen** (@shuimen), published 3 weeks ago

Really fun! Different buildings have different position demands which make me in dilemma. It's really fun!

by **kernon** (@kernon), published 5 weeks ago

Fun little title. I was also confused as to why the water was running up sideways relative to my city and realized the city was in fact tilting.

❤ 2

by **PTSnoop** (@ptsnoop), published 3 weeks ago

I really like the cartoony visual style of this one - and now you've made it very clear what's going on even for people who didn't read the description :)

And I also liked that sudden moment of "oh, wa
worse than I thought I was". Good game!

by **Papaver** (@papaver), published 3 weeks ago

Cool game with a great take on the theme! I enjoyed playing and played a few times. I didn't manage to fill the whole island. I'd like to see some kind of score in my gameover screen, so that I can try to beat it next time. Sometimes it was quite exciting, "GIVE ME ANOTHER BUILDING, QUICK!" The tilting waves are a nice animation to simulate the tilting of the island, but I found that it took me some time to get used to it. I like the music. Well done!

❤ 1

by **Tomtomgome** (@tomtomgome), published 3 week

Amazing ! Gripping gameplay, for a compo
love to see this as a full fledged game, I ho,

❤ 1

The Takeaway?

Give #devtober a try. You never know what you'll learn or where you'll end up!

Questions?

rjmarzec.com

twitter.com/rjmarzec_

linkedin.com/in/rjmarzec/