

Devtober - Post Mortem

Oh, boy, what a ride!

So, for those who don't know (how the hell did you stumble upon this document then!?), I decided a month ago to do something called Devtober.

I was inspired by the popular Inktober challenge, which has you draw something every single day of October... but I don't care much for drawing, I wanted make games! So I decided to work on a game for an entire month.

The goal was simple: make a small game, release it, and market it by the end of October. You win if you earn 1\$ from it!



Art by [@violaceus](#)

And turns out, a lot of people thought it was a good idea, and joined up on the challenge.

So, I started a small game, inspired by Link's Awakening, featuring a cute little witch and some potion crafting.

It is now the 31st of October, and the challenge is over. How far did it go?

State of the project:

Well, long story short, there's no real game.

There is a lot of systems, lots of elements that mostly work together, and there is enough to actually start putting content together if I wanted to.

It's like, a working prototype!

It's still missing stuff, like some UI, death states, or minor elements, like, you know, bosses or cutscenes, ahahah.

But overall I got a lot of stuff done.

I wanted a game I could have fun making level design for, and while it's not there yet, it's got great potential.



Now, am I disappointed? Well. Sort of, but not really? I mean of course I wish I'd actually release something... but also, I'm pretty satisfied with what I achieved in such a short time.

Let's see this in details.

[Check out this link ad scroll back for the full progress, with a gif every day!](#)

What went wrong

Well. A lot of things, I guess, but also most of which I was expecting?

First off, well, you might think I went out of scope on this one. Well, of course I did! I do believe that I would have been able to achieve my initial goal, hadn't life got in the way. But either way, it was risky to aim for big.

I SHOULD have gone for something much smaller in scope. But hey, I wanted to have fun, and what I ended up making was way more fun than any other ideas I had at the time. And I do believe in the game ideas I ended up with!



The worst enemy of this project were some personal issues that kept piling up with no warning. I have anxiety issues in general, and my stress levels attained new highs this month. It wasn't related to Devtober at all, though.

But... well, you probably all know that, but making games - especially after a full day of work - is already something that is taxing in itself.

So around day 20, I decided knowingly that I would take it easy, and gave up on finishing the project in time. Not because the project in itself was an issue, but because adding up work, Devtober, and anxiety would have resulted in serious health issues. I also stopped caring about the scope of the game and just worked on stuff that I'd feel would be fun to develop.

Another thing that happened is that since my plan was to release the game, I commissioned some music from [@alexwilliampalm](#), and a piece of promotional artwork from [@viiolaceus](#), both amazing artists in their respective fields, and good friends. Gotta spend money to make money, right? And I sure have no skills for music, or for the kind of artwork I got.

I absolutely don't regret it! Both the music and the art are fantastic and fit the game incredibly well. But in the current state of the game.. well, it sure feels like it was a hasty decision, you know?

And finally, one of the big thing I wanted to do for that project was promotion and marketing, and since I don't have anything to show, well, I didn't quite get there.

What went right

Well, for a start, I had a lot of fun!

I learned a lot, which is what I always look for in that kind of projects.

UI, especially, is a very high point for me this time! I made a menu I'm very proud of, and I realised that coding it was much easier than I initially expected. Definitely got new tricks up my sleeves for future projects and game jams.

[@Pixelated Pope](#) tutorials taught me about display and resolution management, too, for stuff that will make my life much easier in the future.

And in general, I made a LOT of stuff! I'm very proud of all the system I made - the potion/crafting system is really solid, the collisions are, err, working, after much effort; I improved the way I do animations; I learned about screen transitions, too! And I'm very happy with the gameplay concepts and how they can influence Level design - even if I couldn't put them in practice yet.



But most importantly, the best thing with this whole Devtober thing is how many people got interested in it, and took the challenge themselves. I really didn't expect this to be picked up by others, and it's been very motivating and heart warming to see that my dumb idea inspired people to be more creative.

Check out the end of this document for a list of some people who participated!

What's next?

Well, I'm not sure.

Obviously, I want to finish this project. But now that I don't have a deadline anymore... and considering that it's easier to plan for changing my schedule for "just a month" instead of committing for an unknown amount of time to a new project...

I'm not sure! I'm not gonna make any promises - but hopefully I'll keep working on it, in smaller amounts.



Right now, I have another thing I wanna make that is much more important to me - not quite a game, but taking too much of my free time to fully commit to the witch game.

Depending on how it goes, I'll consider pouring the devtober project back into my free time, in a more sizeable quantity.

Money is also definitely an issue - because I can't dedicate all my free time to making this game (I'd go crazy!), but also because there are some skills I don't have, like music or SFX, that I'd have to budget for.

But anyway, right now, it's time to REST!

I'm taking the day off to play video games and watch some dumb show I'd put on hold. I'm definitely due to relax more.

I can think about the future in a few days.

A final note: Devtober will be back next year, for sure; hopefully better prepared, with a proper website and stuff, so that people have an easier time planning and arranging for it.

Hold on, don't leave!

Come on, you HAVE to check out what other people made during Devtober!

In general, you can check the #devtober hashtag on twitter!

But some other reached out to show me what they made, so let me share it with you~



[@roomofsnakes](#) completed the Devtober challenge, and released Ghostball!!



[You can play it on itch.io!](#)

[@Elendow](#) made an adorable game about a little submarine!



[@Dev_Smithy](#) succeeded at their own goals, which was to make a playable build for their game. Hopefully, you'll be able to play it soon!

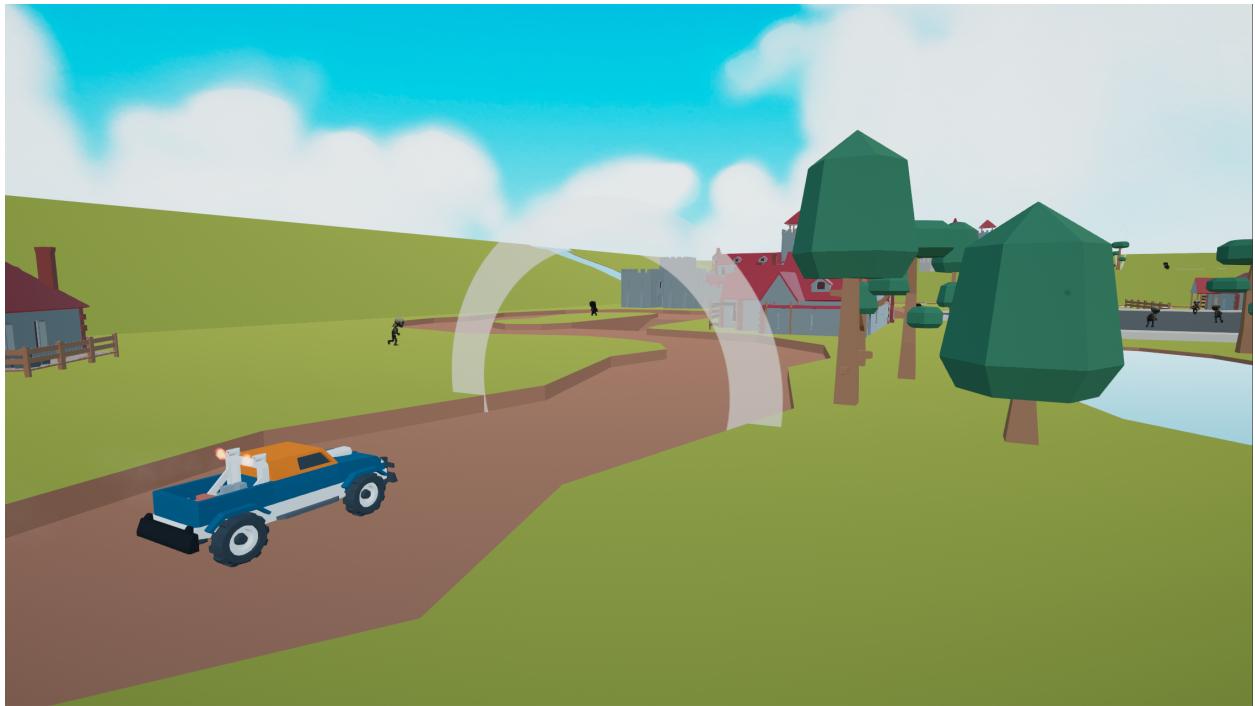


[@JomarMZ](#) completed the Devtober challenge, and released Undying!



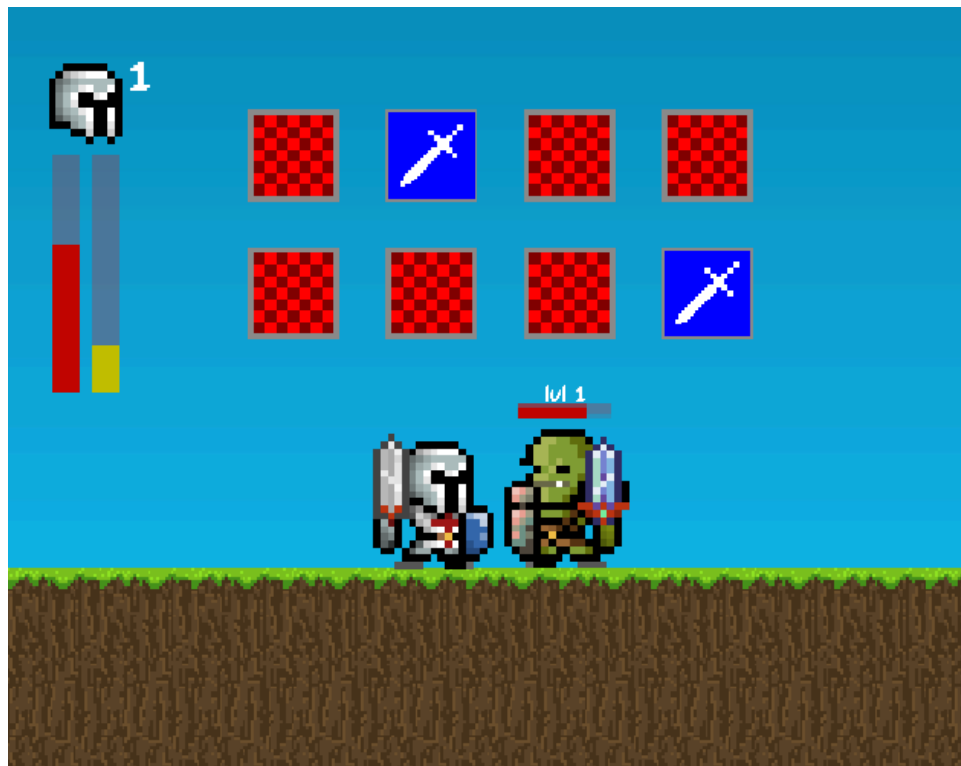
[You can play it on itch.io!](#)

[@grimion_](#) completed the Devtober challenge, and released Autober!



[You can play it on itch.io!](#)

[@HeroPowerEnt](#) completed the Devtober challenge, and released Match Quest!



[You can play it on itch.io!](#)

[@BenstarDEV](#) made an adorable, albeit unfinished game about exploring an hotel!



[@Zugai89](#) completed the Devtober challenge and released Phyllas Floral Adventures!



[You can play it on itch.io!](#)

[@candy5hark](#) is... having a party. With rats. It's very cute!



[@VeyeralGames](#) updated their Early access game every single day!



[You can find it on Steam!](#)

[@shawnpitz](#) completed the Devtober challenge, and released Laser Paddles!



[You can play it on itch.io!](#)

[@calixjumio](#) added a puzzle to his game, The Answer Shop, every day! Wow!



[You can play it on itch.io!](#)

[@QuijiPixel](#) had to stop midway, but still pulled off some very cute stuff!



[@Moraleszez](#) made... wait... TWO games??



[@Zertuk](#) completed the Devtober challenge, and released Candy Trail!



[You can play it on itch.io!](#)

[@grogdev](#) made a cool witch-themed Arkanoid!

