



Hello there (again)!



Hey {{ contact.FIRSTNAME }},
It's been a bit, but here! As promised, the second newsletter is here! Some progress has been made on various cool and awesome things! Let's have a look at them!

The good :D

Progress has been made in the creation of art assets, tiles and music! Currently I'm trying to play around with furnace (an open-source chiptune tracker), and the results are very promising. I have also started understanding RPG Maker MV's systems more, now able to use better techniques than before and save on the games storage... but that hasn't come without any costs...



The start of the new cliffs area, using many of the new tiles I've made. Some work still has to be done, but it will do for now.

Mad about the gamesss

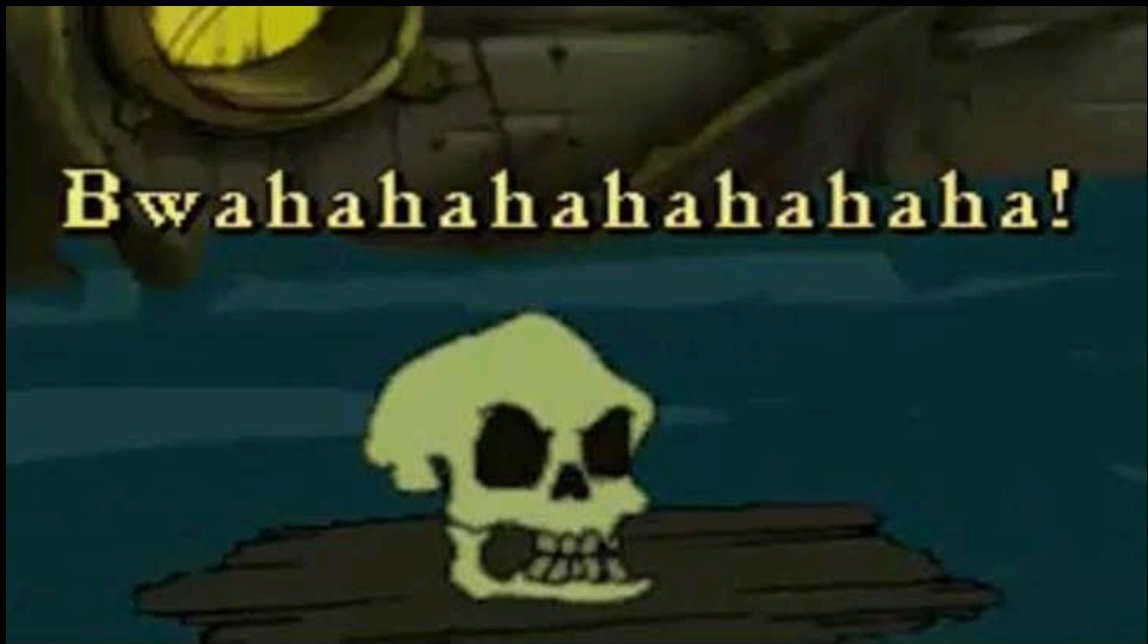
The bad

Unfortunately, with all this extra progress, come a setback, although it might be a good one. The original files for the game have become unplayable, due to me accidentally overwriting some important stuff on attempting to create a backup. Luckily I still have all my art assets, sprites, sounds and tile sheets, meaning I would just need to recreate the project with those files and recreate some maps and events... easy enough! Besides I will be able to make better use of my new knowledge to make development easier. So maybe a little good came out of this!

Missed an issue?

Check out the newsletter archive on my website to see from where I've come!

See whats old



It's been an exciting couple of weeks, lots of progress, ideas and a few problems along the way, but at the end of the day, I'm just happy I can be making this game and sharing it with you lot, no matter how small of a group. Cheers!



👁 RetroShark does stuff! 🐟

Somewhere, Nowhere

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