

MAKING OF

We started making the game a month and a half ago. The start of the game is quite different from what is the game now. We started with the idea of a farmer going through the level killing monsters until the last boss. The story of the game was to recover "something". That was literally "something" and that was the joke and the name of the game we started thinking about.

However, we threw ourselves into several things like a game-jam that consumed our time. After 3 weeks we noticed that our project couldn't meet our expectations, so we decided to change the gameplay and idea of our project.

Two years ago, we did another *pl-man* game, so we thought that we could use the same idea again. Although we had problems changing the project, we managed to get things working and we achieved the game we have now. One of the most interesting problems we faced happened while we were doing the bullet. We intended to do a normal bullet, but in the process, we made a bullet that swapped directions as the player did. Turns out we liked it, so we decided to leave it like that.

Even though we have some bugs that we did not manage to solve, we can say that after all the problems that we had, the result was still a decent game.