The overall project is going great, and I am enjoying it and I feel about this project it is showing how I can think outside the box of my creative and how I can code it as well will also help be in the future.

Some problems I have encountered is that are work sometimes doesn't save so I have to backup to make it sure it is their and another problem are with my mental health so I put the project down so I can be myself and It helps alto because my brain is always have trouble focusing, another problem is the software, the software we didn't have because it was not free so we found a different software what are free so we found construct.

Yes, I have made a lot of progress from the timeline and proposal because we got all our characters design done and all the same pixels which are '64x64' whereas the background is '640x360' pixels, so we had to change them to fit the size. We also made a level where we are just building our game because we are doing one level because of time.

Yes, I have done extra research about the charity and different games are like pixels and is also an RPG that is outside my proposal, so I also forgot to be it on digital space. And I also when near my local forest to take pictures of the woods and animals and it was great to see what pictures I got, I also had the feeling that people don't like to look after the forest because I saw animal traps to get, and trees were chopped down.

The skill and the knowledge I learn the most at the start of the project was designed the character and the level with the theme of the game which was easy because I know alot about the color theory what goes well with each other and how the characters will look like and what I learn throughout the project is coding and how it could help in the future and how well it.

The thing that went well so far are the characters design and how their turned out to be and the level was well, even the story board for the first level and how it will play out, and come up with the ideas for the project was cool because it shows how I change the project and I have change anything about my project is still the same idea what I thought at the start of the FMP.

The next is getting the content for the game in construct and try it frist and get someone else to try to see if their can give me feedback to how I can make the improvements and it will be easy and we must change our poster for the game to match the theme which is pixilated and RPG as well