



THE MAKING OF PANDEMONIUM



As I sit down to write these words, I am filled with a sense of awe and admiration for my readers because, from the bottom of my heart, I have gone through all this hard work for you, to entertain you, to make you smile and give you the most memorable experience of your life. The development of Temple of Pandemonium is a story of perseverance, passion, personal growth, and the incredible power of the human spirit.

For five long years, I poured my heart and soul into the creation of an indie game. I faced countless obstacles, from technical challenges to financial struggles and personal setbacks. But through it all, I never lost sight of this dream.

I was transformed by the process of creating this game. I learned to be patient, resilient, creative, and resourceful. I discovered strengths I never knew I had. I can tell you that the main skill to develop is the ability to keep one's eyes fixed firmly on the prize even in the face of unfortunate events. I refused to give up, even when it seemed like the entire world was against me. I pushed myself to my limits, and then pushed even harder.

There was indeed a lot of suffering and sacrifices that must be made in order to achieve greatness. But there was joy, and an incredible sense of fulfillment that comes from seeing one's vision come to life. And through it all, I remained true to my convictions and vision. I never compromised my values or ethic integrity. I always stayed focused on what mattered most, my beloved audience.

I hope my story will inspire you to pursue your dreams, too. Remember that you must believe in the power of the human spirit. So that in your heart, happiness and joy will stay with you long after your dream comes true. So sit back, relax, and prepare to be amazed.

In the midst of chaos and uncertainty, a dream was born. It was 2016, and Venezuela was in the throes of one of the worst hyperinflation crises the world had ever seen. Amidst the turmoil, I felt I had to accomplish a goal in life, to develop a video game. And although I had no clear idea in mind, I still decided to embark on a journey to develop an indie game.

I had no prior programming experience, and my budget was nonexistent. Yet, I was determined to make a game, even if it meant using whatever I could find online rather than what I would have expected. My dreaming spirit remained unbroken, despite the overwhelming odds stacked against me.

For about a year, I toiled away, learning the basics of programming and game design. I faced countless problems and frustrations. I knew that I just couldn't create the game I wanted, but I was determined to create something, anything, that would bring a smile to someone else.

It seemed as though my efforts had been in vain. It's been a year and I had accomplished nothing. But then, something miraculous happened. I had a spark of endless inspiration in a conversation with one of my fans, which changed the course of my game development journey. With renewed vigor, I began to shape the game, drawing its world from the resources I found online.

As a lifelong gamer, I've always been passionate about the world of video games. But it wasn't until I stepped into the shoes of a game developer that I truly understood the immense amount of time and effort that goes into creating these digital masterpieces. Most of the time, we make the mistake of underestimating how time-consuming making a game can be. I had always dreamed of creating a game since I was a teenager, but the idea for my current project finally came to me after being inspired by "The Raven" poem by Edgar Allan Poe. As a personal reference to my original inspiration, I placed a raven at the entrance of the tower in the game. It serves as a heartfelt reminder of the origins of my idea.

For most of my life, I was a player, and I immersed myself in the rich narratives and engaging gameplay that my favorite titles had to offer. However, seeing games from the other side of the screen was an incredibly eye-opening experience for me. It allowed me to appreciate the sacrifice developers pour into their projects, from the initial concept to the final polished product.

As the dream game began to take form, I realized that it was a reflection of life. The game's protagonist, a small, character made of pixels, faced insurmountable challenges in a world that seemed designed to crush him, just in the same way life wakes up every morning to remind you that if it was a bad day yesterday, it will be even worse today. But why does existence have to stay negative and pessimistic all the time? That's how I found out that, yet, the pixel world persevered, overcoming each obstacle with determination and courage. In this game, players can see themselves in the pixels, and they know that their story will resonate with others who had faced adversity. That is the living essence of Temple of Pandemonium.

As I continued to work tirelessly on the game, I began to share my progress with the world. Slowly but surely, a community of players and supporters started to form around the game. I was fueled by the love and encouragement I received from my audience, and they knew that every ounce of pain and suffering they had endured was worth it. With the support of my fans and long shifts I worked to cover the game's expenses and to make a living, sometimes up to 14 hours a day, I was able to take "Tower of Pandemonium" to new heights, reaching an even wider audience and touching the hearts of millions. The game became a symbol of hope and perseverance to all of us, inspiring countless others to chase their dreams, no matter the obstacles they faced.

My journey had come full circle. I had started with nothing but a passion for creating a game that would resonate with players, and through their unwavering determination, I had achieved more than I ever thought possible. But I knew that their success was not just their own, but belonged to every player and supporter who had believed in me and my project.

The journey of game development was not without its challenges. I encountered several obstacles that tested my skills and patience. The inventory and collision system were the hardest parts to code. The inventory was a complex system that required meticulous attention to detail to ensure it worked as intended. The collision system was equally challenging, as it was difficult to keep the monsters aligned with the platforms in a game where platforms automatically moved up and down. I had to avoid unnecessary glitches in the textures, which proved to be a daunting task.

There are also two curious details I'd like to share with my dear readers. First, the birth of the mage's guild location was a fortuitous accident. Initially, the guild was meant to have its own separate room, but during a game test to enter from the tent, I forgot to set the target room for the game to load. As a result, the game loaded the last room the memory had loaded: the Public Library. Embracing this unexpected twist, I decided to make the library the official location for the mage's guild. This parallel dimension created by this error was a perfect fit, as the library's atmosphere of scholarship and wisdom aligned seamlessly with the essence of the mages and wizards who seek knowledge.

Second, the mechanics of the Path of Chaos came into existence in a most peculiar manner. Unlike all other skills in the game, which ceased casting when the player's energy bar dipped below the required energy cost, the skills of the Path of Chaos continued to consume energy, resulting in a negative energy bar. Intrigued by this anomaly, I decided to modify the mechanics so that those specific skills would consume the player's health instead. This change meant that players could inadvertently kill their own characters while using the dark and sinister abilities of the Path of Chaos. To balance this risk, I increased the damage dealt when health was consumed, enticing players to continue casting. As the saying goes, "it is not a bug, but a feature", one that perfectly complemented the dangers of using dark magic.

And how could I forget all the pain I went through? The most tedious part of game development was balancing the game. Imagine reworking the base stats and the stats of 420 pieces of gear, plus elixirs, status ailments and bonuses, skills and perks, and make them all balanced throughout 100 levels without making them too hard or too easy to use. It was a time-consuming

process that required a great deal of patience and attention to detail. And as if the pain of regular development was not enough, then bugs appeared as expected. The worst bugs in game development were the "while" bugs. These bugs never showed up in the debug screen and caused the game to freeze for no apparent reason, and you have to search for possible reasons that may be causing the phantom bug, which is frustrating.

And just as enigmatic as the secrets of Tower of Pandemonium, game development was not without its own mysteries. I experienced a strange coincidence when the game corrupted after five years of development, just as I had just finished it. Considering that nothing happened for 5 years, all crucial data was lost on the final day, but fortunately, I had made a backup of the game and was able to restore it the next day. It was a scary experience, call it fate, destiny, luck, or even God's trial. It is as if someone wanted to test my character, and that lesson taught me the importance of always being prepared for the unexpected.

At this point, all I can say is that game development taught me the importance of learning the fundamentals of programming. I wish I had known what an array was at the beginning of the project, as it would have saved me a lot of time and effort. Instead, I had to fill up large data one by one without brackets, writing every single variable manually and initializing it before I even knew that "for" and "arrays" existed. It was a valuable lesson that taught me the complexity of computers and the importance of continuous learning and growth in the field of programming.

As I went deeper into the world of game development, I discovered that there's so much more to it than meets the eye. From designing intricate levels and crafting compelling stories to

programming complex mechanics and perfecting the art of game balance, every aspect of development requires immense dedication and attention to detail.

I must remark that choosing a modern city over the typical medieval fantasy setting was a deliberate decision. Most sprites and assets are geared towards medieval items, making it difficult to find assets for modern times, but I still decided to go for the modern city setting mixed up with medieval fantasy in the tower. I believe that this reflects our society's desire to escape from the hectic lifestyle we currently lead and a desire to live in simpler times. Some people may say that it would have been great to live in the past, but why not make our current time a great one? Instead of dreaming of times that won't come back, we should bring the good things of the past to our present.

But there are wonderful elements in our modern times that our ancestors didn't have, and computers are one of them. I have been playing video games since I was five years old, and I have lost count of how many I have played. However, the RPG genre has always captivated me. It allows me to explore vast worlds, providing an experience that other genres cannot match. Each genre is unique, and it all comes down to personal taste. And since I'm talking about modern society, I'd like to add that guilds in the game represent large groups of people that exist in our society, and the morals are based on the player's decisions. While any group can claim to be or do whatever they want, there is always room for our personal actions. Each individual can make a difference, either for good or bad. In the end, the choice is ours to make.

My foray into game development has given me a newfound respect for the talented individuals who dedicate their lives to creating the games we all know and love. As a player, I now have a deeper understanding of the effort that goes into every pixel and line of code. And as a developer, I'm more motivated than ever to pour my heart into my own projects, knowing that the end result will be something that brings joy and excitement to players around the world.

In the end, "Temple of Pandemonium" was more than just a game; it was a testament to the power of dream, and the unbreakable bond between a creator and their audience. And as I looked back on this incredible journey, I knew that every tear, every sleepless night, and every moment of doubt made sense. The game is finally here, and I hope it changes your life for good because you deserve it.

**THANK YOU
FOR PLAYING**