

### **Personal Halfquake - February 27th 2006**

All traps cost exactly 8 resources now. And other stuff.

### **HQA Comics - February 28th 2006**

Drew three new comics, planned another one ahead.

### **Missed Day - March 01st 2006**

Got home at 18:30, drove to Vienna and arrived there at about 21:00, ate something and got a stomachache because I ate too fast, went straight to bed and stayed there.

### **Phabetal II - March 02nd 2006**

Coding of basic movement, physics and first abilities.

### **Antaran's Journal - March 03rd 2006**

The 50th day.

### **Personal Halfquake - March 04th 2006**

Minor changes.

### **Princess Anblis - March 04th 2006**

Reading through the whole story again. Checking for spelling and grammar mistakes, plot holes and open plot threads. It's been about two years since I last read it, I've got some catching up to do.

### **I'm a Dragon - March 05th 2006**

Didn't have much time, just got a quick look at it, the code and the new area I've been working on when I last left IAD. More info if you follow the IAD link.

### **Halfquake Sunrise - March 06th 2006**

Finally was able to work on the (old) eleventh song again and added some necessary details.

### **Phabetal II - March 07th 2006**

Added basic code for enemies and "phabombs", the things that get shot at you by enemies.

### **Antaran's Journal - March 09th 2006**

The 51st day. Sheesh, it's 1:20 a.m. already. Crap.

### **Princess Anblis - March 10th 2006**

Read through the story, corrected some spelling and grammar mistakes. Guess next time I'll continue writing. I'm excited.

### **Personal Halfquake - March 10th 2006**

Discussed lots of new ideas and did some minor changes

### **Phabetal II - March 10th 2006**

Made an automatic enemy-creation system, and added some details to how the player looks. Also added enemy movement and thought of what other

things to implement in the game.

### **I'm a Dragon - March 12th 2006**

Finally improved the output system. Everything runs a lot smoother now. The server is going to be a lot happier with the new script!

### **I'm a Dragon - March 13th 2006**

New main menu order, new buttons.

### **HQA Comics - March 13th 2006**

Drew one comic.

### **HQA Comics - March 14th 2006**

Planned the next six comics.

### **Halfquake Sunrise - March 15th 2006**

Man, I'm tired. It's basically a missed day, but I played around with some existing songs and last week I talked to my old friend Jazzymike about the whole HQS soundtrack (and he really made some good suggestions), so I guess I can add 1 hour.

### **I'm a Dragon - March 16th 2006**

Wrote about the latest idea in the Making of IAD.

### **Missed Day - March 17th 2006**

Stomache was aching again. Bah.

### **I'm a Dragon - March 19th 2006**

Added some content. More info in the Making Of.

### **Personal Halfquake - March 19th 2006**

Added more Trap Crafting / Contract Selling Level Up options, and 60 weapon skills for Chosen Victims.

### **Halfquake Sunrise - March 21st 2006**

Worked on the twelfth song called "Left".

### **Missed Day - March 21st 2006**

Been working on a different music project. I tried to start designing one of the IAD towns today though and I also started planning ahead for things to happen in Antaran's Journal.

### **Antaran's Journal - March 22nd 2006**

The 52nd day.

### **Princess Anblis - March 23rd 2006**

Looked over the already written text and changed a few things here and there that sounded weird. I also need more time for the story to evolve in my head again. I tried to continue writing, but it was somehow... confusing. Hard to explain.

### **Missed Day - March 24th 2006**

When you're thinking about cancelling some of your current projects it's probably time to just leave it be for the day...

### **Personal Halfquake - March 25th 2006**

Changed and added stuff. Cool, huh?

### **Missed Day - March 27th 2006**

Bah. I hate myself for this.

### **Missed Day - March 27th 2006**

Been sent home from work because I was sick. Played Shadow of the Colossus and watched some anime, couldn't do anything productive. Guess my body needed a break. I really shouldn't push myself like in the last few days (where I didn't even get time for the projects listed here)...

### **I'm a Dragon - March 28th 2006**

I'm sick today and my doctor told me to stay at home for the next few days (my throat seriously looks like something exploded in there). I started working on the SoundDesigner for IAD today. More information in the IAD-Making-Of #39.

### **I'm a Dragon - March 29th 2006**

Worked on the SoundDesigner some more. Please read the Making-Of for more info.

### **I'm a Dragon - March 31st 2006**

SoundDesigner again. Please take a look at the "IAD Making of" in case you're interested in more.

### **I'm a Dragon - March 31st 2006**

I released the SoundDesigner today.

### **HQA Comics - March 31st 2006**

Drew another comic.

### **I'm a Dragon - April 01st 2006**

Improving the SoundDesigner.

### **Halfquake Sunrise - April 02nd 2006**

Remixed the fourteenth song.

### **Missed Day - April 03rd 2006**

Breaktime!

### **I'm a Dragon - April 04th 2006**

[Brainstorming](#).

### **Phabetal II - April 04th 2006**

Okay, I need some sort of blog for this game so I can keep my thoughts

organized.

Basically at first Phabetal II was planned to be a platformer. The only idea I had for the game mechanics was that enemies would be able to shoot letters at you, which you had to fend off by pressing the same letter on your keyboard, resulting in some sort of shield around your character. When the letter would hit the shield, the letter would disappear. If the letter hits you, you'd lose health.

Up until now I've implemented the physics of jumping and falling for the player and the enemies, I've added the abilities for enemies to shoot random letters at you and I've given the player the shield when pressing a letter ranging from A to Z.

And that's as far as I will go.

Frankly, I'm getting kind of bored with this set up. That's why I need to go into a different direction.

I will most probably throw away the platformer part and go back to the principle of the first part of the game. A top-down view on some kind of board.

Enemies will still shoot letters at you and you still have to press the same letter on your keyboard to defend yourself, but the movement is different. I haven't figured out how it's gonna be, but it won't be the same movement as in the first part.

Also, to destroy enemies you have to touch them. You'll then get to see a word which you have to type as fast as you can within a time limit, if you finish the word, the enemy is destroyed. If you lose, some health will be drawn from you.

I've also been thinking about adding a storyline this time. I've already wanted to add a story to the first part, but I was too lazy to do it. This time however it's one of my main priorities. After each level you will see another "cutscene" that pushes the story forward.

I'm thinking of Advance Wars where every level is some kind of set up and you have to fight your way through. This would mean that there should be a few additions to the game mechanics, but I don't know any at the moment. I will keep on thinking, and when I finally get an idea I will return to Phabetal II.

I've also been thinking about the tagline of the game: "The word is mightier than the sword."

### **Missed Day - April 05th 2006**

Oblivion strikes again.

### **HQA Comics - April 06th 2006**

The 249th comic.

### **Princess Anblis - April 06th 2006**

I've thought about this project for a very, very long time now and I've come to a conclusion: Princess Anblis will be the second part of Antaran's Journal.

When reading Princess Anblis I felt that the setting and the characters had so much in common with the setting and characters in Antaran's Journal that this was only the logical step. I've found out that every character in Antaran's Journal has a character copy in Princess Anblis, that's why they will get the name of the current characters in the journal.

It makes so much sense now. The whole story is unfolding right before my eyes. Now I only need to get there.

And when I get there I will have a lot of work to do: Translate the whole Princess Anblis into English.  
So, until I reach this point in the story of Antaran the project "Princess Anblis" is on hold.

### **Antaran's Journal - April 06th 2006**

The 53rd day.

### **Personal Halfquake - April 07th 2006**

Some minor changes and fixes, sent in by Steltie.

### **Personal Halfquake - April 08th 2006**

Some Personal Menu and Personal Links changes.

### **I'm a Dragon - April 10th 2006**

[More information.](#)

### **I'm a Dragon - April 10th 2006**

[More information, as usual.](#)

### **Missed Day - April 11th 2006**

Sliders, Season Three.

### **Missed Day - April 12th 2006**

I've been really, really tired today. After eleven and a half hours of work my body wasn't up for anything productive. I'll continue creating stuff tomorrow.

### **HQA Comics - April 13th 2006**

The 250th comic.

### **Antaran's Journal - April 13th 2006**

The 54th day.

### **Missed Day - April 14th 2006**

Tired. Tried to add more stuff to the halfquake shop at cafepress.com, but apparently it still sucks like it sucked when I last tried it about two or even three years ago. Tried to think of the crafting system in IAD, and how to breed flowers or anything similar, but didn't come to any good solutions. Also tried to think of how to continue Antaran and the HQA Comics. Well, why is it a Missed Day then? I don't know...

### **Personal Halfquake - April 16th 2006**

Working on a huge update for Contract Sellers, which will probably be released tomorrow.

### **Personal Halfquake - April 16th 2006**

Adjusted NPC contracts, and did some other stuff.

### **Personal Halfquake - April 17th 2006**

Added Trading and Demand System and started working on the Trap Engineer.

### **Halfquake Sunrise - April 17th 2006**

I forgot to add it yesterday, but I've started working on the fifteenth song. Also just wanted to say, whenever I say a number of a song, it's excluding the main theme, so with the new song there'd be 16 songs, even if it's called fifteenth song.

### **Missed Day - April 18th 2006**

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### **Missed Day - April 20th 2006**

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### **Personal Halfquake - April 21st 2006**

Trap Engineer.

### **Personal Halfquake - April 22nd 2006**

I finished the Trap Engineer.

### **I'm a Dragon - April 22nd 2006**

Updated the [IAD Sound Designer](#) a bit. Things I've done:

- Current gridSize gets saved when saving songs, and gets automatically loaded when loading a song.
- Added scrollbars to load/save song textareas.
- Added Single-Note-Delete-Mode: Just click on a note and press "Delete" on your keyboard to remove the selected note.

The heavy stuff will come next time. I've got allergic reactions (spring, I hate you) that are making it rather hard to breathe and concentrate and sleep ...

### **Halfquake Sunrise - April 23rd 2006**

Been working on a few songs today... Improved the thirteenth song a bit (drums weren't quite right, they still aren't, I may go back and change it again sometime), also tried to work on the newest song, but I only played around with the few samples I've got to brainstorm a bit. Nothing concrete yet, but there's already something I like about the track and that's where I'm gonna start building upon... I also worked on "Misjudged" a bit again, tried to mix the guitar part a bit better so it doesn't sound like it's behind a door or something.

I actually wanted to sing today, but first of all I wasn't alone, and I hate it when people hear me recording my voice, and second I'm still having problems breathing, and that's making singing a real torture for me. Not that I tried, but when you're feeling like suffocating after every second word you sing it really is not much fun at all.

### **Missed Day - April 25th 2006**

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## **Missed Day - April 26th 2006**

...

### **Personal Halfquake - April 26th 2006**

I've been trying to change the backbone of the layout of PHQ, so, for example, the main "frame" stays in the "center" of the browser window when going to a new page, instead of at first aligning to the left and then when the menu gets loaded the main frame gets pushed back into the center. I've succeeded so far - in Firefox anyway. But in Internet Explorer there was this weird thing that the menu was a bit wider than in Firefox. I tried a lot to fix that, but I couldn't find the solution. I will try to rewrite the whole PHQ layout code from scratch - and maybe even update the whole design a bit, it still looks really crappy because of the JPEG compression, and you can see the little pixel "errors" in the images.

I don't know when that will happen, because I want to try and take a short break from PHQ. This sounds absolutely impossible to me, because there is ALWAYS something to do for this game, but I just have to force myself to concentrate on other things. In the forum where Khim, Lordasriel and I are brainstorming up new stuff for PHQ and post issues about gameplay there are about 15 unfinished ideas and reports that I still have to go through, which makes a break even less considerable. But I've noticed that even though I have this schedule here, I'm starting to lack of discipline. And I need to get back on track.

The next few days I won't have much time for any of my projects though.

Anyway, today I've also tried to figure out a way to draw the Chosen Victim items. You see, it really bothers me that you equip stuff and the picture of your little victim doesn't change accordingly. I've been wanting to change that ever since the CV got released, but I was never able to do it. Anyway. The problem is that it's a freaking stick figure. And you try drawing a leather corset or Knuckledusters for that thing. Sure, it's possible SOMEHOW, but it would look utterly crappy. Thus, I tried doing it in pixel art today. It absolutely sucked. Apart from not fitting to the rest of the page design anyway.

So, my last option is to go away from the stick figure and try to draw a "complete" body. I'm a bit afraid to do that because it might take away the "fun" thing, but I don't have to draw it realistically anyway, I can still do it all in a comic way. And that's probably how I'm gonna do it.

It's still a lot of items, and I should probably get a totally seperate schedule running for that one thing alone, maybe doing at least 1 picture every day (makes about 205 days, ...). I still have doubts whether it's worth the trouble and sweat, but I guess I should just do it and not further question the sense of it...

I also wanted to add that I received my external USB harddrive today and I can finally sleep soundly again because my HQS OST source files are save.

(2 hours later) Oh well, I made another PHQ update: I added the trap placement overview to the trap list, so you now know which trap is placed

where in your institute.

### **Missed Day - April 27th 2006**

Had a long day today (again 11 and a half hours of work), so I did absolutely nothing today. Oh, and take a look at [this](#). Nintendo Wii. It takes some getting used to, but I think after I've read the [explanation](#) it really is a well considered choice. At first I did laugh out loudly though and I really doubted my eyes. But as you can see, they're being [very serious](#). If you look at the [video](#), I'm sure it will also make sense to you. Even if it's just a little bit. There are a lot of puns going around the boards here, stuff like "I need to go Wii-Wii", or "How about we go to my place and play with my Wii?", but the longer you say, write and read Wii the more you're getting used to it, and the more you like it. At least I do. I think a lot of people are angry about the new name because they were already used to the name "Revolution" and most people don't like changes. I don't think a lot of people will still make fun of Wii once it sells like the Nintendo DS.

Which reminds me, I played a mission in Advance Wars Dual Strike yesterday, which required to eliminate all enemy units within 18 days, and on the 18th day I was THIS close to destroy the last unit, but no, I was defeated. And the whole thing took me more than an hour to play. Gah.

### **Missed Day - April 28th 2006**

Long day again, very tired. Tomorrow I will be back for my projects.

### **Personal Halfquake - April 29th 2006**

PHQ again and again and again.

### **Personal Halfquake - April 30th 2006**

PHQ PHQ PHQ PHQ. Only the stars know when I'll use my spare time for other projects again (probably tomorrow).

### **Personal Halfquake - May 01st 2006**

Once again.

### **Missed Day - May 02nd 2006**

Tried to call it a day off today and do something senseless (like discussing new generation consoles). Had a long day again, bah. But anyway, during work right now I'm trying to think about how to expand the world of IAD, especially how to implement the building system again (the one we all know from HTD). I've got some minor sketchy ideas, but nothing really overwhelming. Guess my mind's just too tired. And too busy working up pictures in my head that I'd have never wanted to see. Damn that civilian service crap.

### **Missed Day - May 03rd 2006**

Been working on HQA Comics and IAD in my head, and I think I got a very good idea for the HQA comics today. But I did nothing productive besides that. I'm just too tired. Tomorrow I'll have a shorter work schedule, so maybe I can finally put some time into my projects again.



## **I'm a Dragon - May 04th 2006**

[All the love in the world.](#)

## **HQA Comics - May 04th 2006**

The 251st comic.

## **I'm a Dragon - May 05th 2006**

[Not much more information.](#)

## **Personal Halfquake - May 07th 2006**

I've created (well, re-created) my test account to check what new players see and updated a few pages, beginners information and some dragon entries, and fixed some layout issues. I also added the Trap Placement Overview to the Trap Engineer section on the Black Market (I want to add this to the Craft Traps page as well, but that will have to wait for tomorrow).

## **Personal Halfquake - May 08th 2006**

A lot of minor things. I worked one hour, scattered over the whole day. Five minutes here, ten minutes there, one minute sometime else. I'll have more time for my projects again tomorrow. I can't wait.

## **Halfquake Sunrise - May 08th 2006**

I finished the fifteenth song today. With the help of TaskBeenden's drum-samples this song does - in my opinion - really stand out from the rest.

## **Missed Day - May 09th 2006**

Long day. Terribly tired. I spent the rest of the evening watching E3 news concerning Nintendo's Wii console. Don't expect any project updates tomorrow either.

Just a few things that made me thinking today... I saw a woman collapsing in the elevator. She was unconscious, about to fall on the ground, but someone helped her but couldn't hold her long enough, so she had to lay her down on the ground. I had to call someone for help meanwhile. Something that's called "heart-alarm" had been activated. Lots of doctors arrived a few seconds later, while the unconscious body was lifted on a carriage. Seeing that helpless body and all the people around it really made me feel ... responsible. Like, if she had died (it could have happened, but fortunately it was "just" a collapsed circulation) and I could've done things faster to get help, I don't know if I could've coped with that.

Also we got a new patient today. He's 24 years old and had experienced a stroke. He can't speak anymore and he can't move his right arm... Seeing him just made me realize even more that time's too valueable to waste. If there is still time. I don't know what I'd do if I couldn't sing anymore, or play guitar or piano. Maybe I'd just say what another patient told me today (he's 78 years old), after helping him into his wheelchair and driving him to one of his therapies: "If you can't do anything anymore you should be just plain removed."

Or, I could still be motivated, like another patient who we had about one month ago. He had been building ship models, complete with lights, motor, remote control, since 40 years. He too experienced a stroke and when he left he was walking on his feet again, and could already at least feel something in his left arm. He always told me that as soon as he can at least hold

something in his left arm again he wants to build his next little ship. "My wife already has prepared all the blueprints at home", he said.

### **Halfquake Sunrise - May 10th 2006**

Despite saying that I probably won't work today, I actually **did** work a bit today. I remixed the second part of the fifteenth HQS song (called "Leaves") again to get rid of some errors. I also took care of some rhythm issues in some samples before remixing, and added some minor details to "fill" up the end part bit. Now I like the song a bit more than before, although my perfectionism almost drove me crazy (I was about to throw something against a wall when I heard a small noise that wasn't intended that way, until I figured out it was part of the acoustic guitar sample).

(One hour later.)

I actually edited the ending of the third song a bit now, and also worked on the twelfth song and improved the, well, "heaviness" of it. Still listening to it on repeat to figure out if the changes were good or not.

### **Halfquake Sunrise - May 11th 2006**

Listening to the whole soundtrack and adding a minor element to "Leaves" right after waking up.

### **I'm a Dragon - May 13th 2006**

[More info.](#)

### **I'm a Dragon - May 13th 2006**

[IAD Sound Designer!](#)

### **I'm a Dragon - May 15th 2006**

[Merged!](#)

### **I'm a Dragon - May 16th 2006**

Yes, again. I just can't stop working on IAD at the moment, there're just so many ideas for it. Here's [more information](#) if you're interested.

### **I'm a Dragon - May 16th 2006**

[Arrr.](#)

### **I'm a Dragon - May 17th 2006**

[Costumes!](#)

### **Personal Halfquake - May 18th 2006**

Some adjustments, some visual changes here and there. And a rather lengthy debate with Khimitsu about the new XP system and a ranking change.

### **Personal Halfquake - May 20th 2006**

New XP System and other stuff.

### **Personal Halfquake - May 21st 2006**

CV Items Update. All stats revamped.

### **Personal Halfquake - May 21st 2006**

Re-Adjusted a few CV things, and added minor elements to make navigation more convenient. There is also another CV update coming tomorrow probably regarding inventory space and item usage. A total revamp of creature stats is also in planning.

### **I'm a Dragon - May 22nd 2006**

[Braaaaiins!](#)

### **Missed Day - May 23rd 2006**

[Cause of Absence.](#)

### **Missed Day - May 24th 2006**

Sleepy. Just too tired to do anything.

### **Personal Halfquake - May 25th 2006**

New CV Inventory Slot System - and other stuff.

### **Halfquake Sunrise - May 25th 2006**

Added details to the third song.

### **Halfquake Sunrise - May 27th 2006**

Despite being tired as hell I started with the sixteenth song. It's almost finished. I just need to add bass and remix it again. I don't know why I needed to make a song today, but something struck me and I had to write down lyrics that came into my head.

All those patients I see at work are very depressing. And it was raining today, so maybe that's why there was this sudden creativity explosion...

The new song is also almost completely featuring my electrical guitar. That's a first. I've only used the e-guitar so far for the song as an instrument, I sang and added some drums too, but no other instrument than e-guitar. As soon as I'll be back home (I'll be away from Saturday to Sunday) I'll add bass and that'll be it.

I've never used my e-guitar like that before, but I'm glad I tried it out.

Maybe the next song will already include my violin. But I wasn't really able to train playing in the last two days. Still, moving the bow on the strings is an experience I wouldn't want to miss anymore...

### **Personal Halfquake - May 27th 2006**

Discussed a new crafting system with Khim and changed the layout of the Forecast Page.

### **Missed Day - May 28th 2006**

Been working for the webdesign company the whole day...

### **Halfquake Sunrise - May 29th 2006**

Added ebass and replaced 80% of all vocals, and remixed the entire song again. The name is "Remains".

### **Missed Day - May 30th 2006**

Hello. I would like to talk about the general situation of my life at the moment.

I've just received New Super Mario Bros. for my DS and I can't wait to play it the next hour (before I have to sleep). I'm also currently watching an anime called "Planetes", and I absolutely love it.

I'm surprised about the latest HQS songs. A few songs ago something inside my head made click and I'm really addicted to making music at the moment. I mean, I always was. But I have acquired a certain thing I can't describe that just makes making music more addicting and compelling.

Speaking of music, I haven't really caught up on practicing with my violin. It's really sad, I already miss playing it, but I'm not in the mood right now because other things keep me away from it because they require my attention.

Such as PHQ. I've had a minor break from PHQ developing the past few days. I really needed it. Though, I'll probably start adding the new crafting system tomorrow or the day after tomorrow (I know myself, whenever I say I'm going to take a break from something I'll work more than ever for it).

As for IAD, I made a new overview of the whole world and drew in all the new areas. I plan to use one sheet of paper for each area and plan ahead. But at the moment I feel more like working for Antaran and the HQA Comics, although the next three days I won't be able to work on the latter two things, so I'll stick to programming until I return on Friday night.

I need to plan ahead for Antaran a lot more now, which is keeping me from working on it, honestly. But, after the new crafting system for PHQ is implemented, and the creatures are updated - two things I'm really not confident with implementing right now, but it has to happen - I will take another break from PHQ eventually.

As for Phabetal II, lately it keeps popping up in my head more often and some ideas are starting to come up again. Maybe with the New Super Mario Bros. game I'll finally have some additional ideas that will boost my motivation to work on this flash game more again.

Same for the actual HQS game.

Princess Anblis is still on hold for reasons stated in the latest Anblis update. Now I shall leave and devote my remaining hour of the current day to Nintendo's new game and see what they can do to inspire me.

### **Missed Day - May 31st 2006**

I'm just too tired to be productive today.

### **Missed Day - June 01st 2006**

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### **Personal Halfquake - June 03rd 2006**

New crafting system.

### **Personal Halfquake - June 03rd 2006**

Updated the crafting system, and changed other things.

### **Halfquake Sunrise - June 03rd 2006**

Changed a little detail in the most recent song "Remains".

### **Personal Halfquake - June 04th 2006**

Added rating systems for news posts and personal page entries.

### **Antaran's Journal - June 05th 2006**

Planned out the upcoming events in the storyline.

### **Personal Halfquake - June 05th 2006**

Discussion about current PHQ issues and their suggested solutions.

### **Personal Halfquake - June 06th 2006**

Further discussions.

### **Phabetal II - June 07th 2006**

Thought about a new collision system. But overall I think I will have to start over with Phabetal II. After other projects have been finished.

### **Personal Halfquake - June 07th 2006**

Discussions.

### **Antaran's Journal - June 08th 2006**

[The 55th day.](#)

### **Phabetal II - June 09th 2006**

Experimenting around with flash and thinking about gameplay possibilities.

### **Phabetal II - June 11th 2006**

Phabetal II - this project is no more. I'm going a totally different direction with the flash game this time. More info later.

### **Missed Day - June 12th 2006**

Webdesign company.

### **HQA Comics - June 12th 2006**

[Stick Figure Tutorial II.](#)

### **Halfquake Sunrise - June 12th 2006**

[Here it is.](#) The truth.

### **Missed Day - June 13th 2006**

Long day. Been playing HL2 Episode One for the last hour before finally going to sleep.

### **Missed Day - June 14th 2006**

Long day of work, but I wrote a [review about HL2: EP1](#) after finishing it.

### **Turnament - June 15th 2006**

This is the project that replaces Phabetal II.

### **Turnament - June 17th 2006**

Just worked on some graphical details and added some dialogue to the 4th

mission.

Maybe it's time to shed some light upon this project ...

Basically, you're a new recruit in space and you're about to be a resource collector. In the first few missions you'll be taught the basics of resource gathering and how to avoid enemies in the orbit of the moon - by a guy called Commander Neek.

[Here is a screenshot.](#)

I don't want to delve into more details right now, you'll see the game sooner or later anyway. ^^

The only thing I wanted to mention: It's called Turnament because you'll have to turn around fields in the game - that's your most powerful weapon. It's not that good of a name, I know, I guess people will tell me that tournament is written with an O, but meh, that was the first thing that came to my mind, and that's usually the best thing my mind's able to come up with.

So, until next time!

### **Turnament - June 17th 2006**

Maybe I should call this project Personal Torment. ^^ Anyway, here is [another screenshot](#).

### **Turnament - June 19th 2006**

Added sounds and a new mission. Changed and improved a lot of stuff, thanks to Khimitsu and blackjack. If I keep it at that I'll be able to release this game in two weeks!

### **Turnament - June 20th 2006**

Added two new missions, a new resource type and started making the splash screen.

### **Turnament - June 20th 2006**

Added title menu.

### **Turnament - June 21st 2006**

The heat is killing me. I added another mission and fixed two issues and prepared another additional puzzle item (the shield).

### **Turnament - June 22nd 2006**

Shield system implemented.

### **Turnament - June 23rd 2006**

Added another two missions.

### **Turnament - June 25th 2006**

Finished mission 20 and started with mission 21. Also added another resource type.

### **Turnament - June 25th 2006**

Mission 22.

### **Turnament - June 27th 2006**

It was so hot today that I needed my ventilator. Not for myself though... Well, I would have used it for myself, but ... I've been working on Turnament when all of a sudden my computer restarted. And this happened more than once. So, I booted up into BIOS and looked at the CPU temperature: A whopping 88 degree Celsius. I opened the case and put my ventilator right in front of it. A few minutes later the CPU temperature dropped down to 80, 70, 60 and then 55 until it reached 50.

Someone should award my ventilator for his [honorable deeds](#).

I added a preloader today, and two new sounds when you pick up a shield and break it (although I'm not really happy with those sounds). I also finished mission 22.

Off to bed!

### **Turnament - June 27th 2006**

Worked on the opening credits and changed shield sounds.

### **Turnament - June 28th 2006**

Added soundtrack and made the first wallpaper. Added two new missions and a new item that can repair broken fields. Also mapped Q for quality change and M for toggling music. Tomorrow I'll hopefully be able to do the mission selection and maybe work a bit more on the soundtrack. And of course, add more missions. I plan on having 30-35, I currently have 24, which is already a playtime of 1-2 hours.

### **Turnament - June 29th 2006**

Added very precise collision detection (thanks to Khimitsu for basic idea and formula), and did a few things here and there. I'll be away for the next three days, so unfortunately I won't be able to work on any of my projects.

### **Missed Day - June 30th 2006**

Travelling around in Austria.

### **Missed Day - July 01st 2006**

Still on my three-days-vacation.

### **Missed Day - July 02nd 2006**

I'm back home, Turnament will continue to grow tomorrow.

### **Turnament - July 03rd 2006**

Added mission selection, game menu and made the game remember settings and highest completed level.

### **Turnament - July 04th 2006**

Added 25th mission. The hardest yet.

### **Turnament - July 05th 2006**

Worked a bit on the game menu and adjusted gameplay of some previous missions. I'll be away the next two days, so I probably won't be able to work

on Turnament.

### **Missed Day - July 07th 2006**

...

### **Turnament - July 07th 2006**

I got home today and I found some time to update the dialogues (thanks to Eskimobob for proof-reading) and even start with the 26th mission.

### **Missed Day - July 08th 2006**

...

### **Turnament - July 09th 2006**

Testing and planning.

### **Personal Halfquake - July 10th 2006**

Brainstorming and talking about the upcoming update.

### **Missed Day - July 11th 2006**

...

### **Personal Halfquake - July 11th 2006**

Fixed a few layout bugs, such as the "jumping" content bug (in firefox when the main content gets loaded first, then the menu gets loaded, the content jumpst from left to the center), the "jumping" menu bug (when clicking a menu category, the whole menu table would "jump" down a few pixels) and the with issue in IE (all tables were a few pixels wider than in Firefox). Also discussed new additions for the upcoming version update (PHQ 4.5).

### **Turnament - July 11th 2006**

Added 26th mission and the ability to access seekers with numbers on your keyboard.

### **Personal Halfquake - July 12th 2006**

Researching, planning, adding stuff to todo list.

### **Personal Halfquake - July 13th 2006**

Planning.

### **Turnament - July 13th 2006**

Wrote the dialogue for the 27th mission.

### **Personal Halfquake - July 14th 2006**

First update part of Version 4.5.

### **Turnament - July 15th 2006**

Added "drawing" function for turning fields, played through all levels again.

### **Personal Halfquake - July 16th 2006**

Planning.



## **Tournament - July 17th 2006**

Betatesting.

## **Missed Day - July 17th 2006**

Breaktime!

## **Missed Day - July 18th 2006**

Breaktime!!

## **Personal Halfquake - July 19th 2006**

Planning.

## **Personal Halfquake - July 21st 2006**

Second update part of Version 4.5.

## **Phabetal II - July 21st 2006**

This isn't really about Phabetal II (because Phabetal II is dead), but rather about the original Phabetal. I've prepared this game for submission to the Weebis Stuff website. Apparently, [they're giving out 100 pounds](#) for each submission they receive and put on their website (thanks to the one who sent me the email about this). So I thought, why not? Can't hurt to try, can it?

## **Personal Halfquake - July 22nd 2006**

Third update part of Version 4.5.

## **Personal Halfquake - July 23rd 2006**

Fourth update part of Version 4.5, and working on the next part.

## **Personal Halfquake - July 24th 2006**

Fifth update part of Version 4.5.

## **Missed Day - July 26th 2006**

NO WAI!

## **Missed Day - July 27th 2006**

Star Ocean.

## **Personal Halfquake - July 27th 2006**

Sixth update part of Version 4.5.

## **Personal Halfquake - July 28th 2006**

Planning.

## **Tournament - July 29th 2006**

Added 27th mission, wrote dialogue for 28th one and added a new puzzle element.

## **Missed Day - July 30th 2006**

Webdesign company. And a bit of FFXI.

### **Missed Day - August 01st 2006**

Work.

### **Missed Day - August 01st 2006**

Lots of movies and other fun stuff.

### **HQA Comics - August 03rd 2006**

Detailed planning of the next two comics, and further brainstorming.

### **Missed Day - August 04th 2006**

Okay, I missed another day. Truth is, at the moment I can't spend a lot of time for my projects, I'm taking a minor break. I've been playing a few games recently (ICO, Shadow of the Colossus, Star Ocean 2, FFXI) and I'm watching a lot of movies right now. My girlfriend is spending her holidays here, so I'm trying to use every minute to be with her, since normally we don't see each other so often. Plus, I still work almost every day, and that's quite straining, most of the time I come home and can hardly keep my eyes open.

Anyway, I will probably be back in full dedication for my projects in approximately one week. Until then, please don't expect any huge updates from me. I apologize for this and I hope you all have some patience left for me. (:

### **Missed Day - August 05th 2006**

...

### **Missed Day - August 06th 2006**

Burnout 3, Castlevania, Anime, The Firm.

### **Missed Day - August 06th 2006**

Work.

### **Missed Day - August 07th 2006**

With only four hours of sleep the world doesn't seem to be as appealing as usual.

### **Missed Day - August 08th 2006**

...

### **Personal Halfquake - August 09th 2006**

Preparations for the new threat.

### **Personal Halfquake - August 10th 2006**

More preparations.

### **Missed Day - August 11th 2006**

...

### **Personal Halfquake - August 12th 2006**

Planning.

### **Tournament - August 12th 2006**

Added Commander Neek's image, drawn by Auriane.

### **Tournament - August 13th 2006**

Added picture of Space Director Adalina, also made by Auriane.

### **Personal Halfquake - August 15th 2006**

Threat preparation.

### **Personal Halfquake - August 15th 2006**

Still preparing. Fighting around with cronjobs and domain names.

### **Missed Day - August 17th 2006**

Eleven and a half hours of work.

### **Personal Halfquake - August 18th 2006**

Almost finished with the common enemy thing. Wrote the 8th chapter.

### **Personal Halfquake - August 18th 2006**

Common Enemy is now attacking!

### **Tournament - August 18th 2006**

Added 28th, 29th and 30th mission, fixed a few bugs and added a new background music for the 30th mission. Actually Tournament is finished now. I want to wait for tomorrow and maybe play through all the levels again before releasing.

### **Tournament - August 19th 2006**

[Tournament](#) has been released!

### **Personal Halfquake - August 20th 2006**

Common Enemy adjustments.

### **Personal Halfquake - August 22nd 2006**

Observing the first Common Enemy attack, adjusting a few things here and there.

### **Personal Halfquake - August 23rd 2006**

Common Enemy.

### **Missed Day - August 23rd 2006**

...

### **Missed Day - August 24th 2006**

I'm especially tired today. Yesterday too, I went to bed at 8pm and slept for 10 hours before I had to get up again. Now I've worked another 11 1/2 hours and I'm just dead. Moving even one muscle is too straining to do anything productive. I hate this state. But I can't do anything about it. Just deal with it. I hate it.

## **Antaran's Journal - August 26th 2006**

[The 56th day.](#) Also read the first 44 days to check for mistakes and plot holes.

## **Missed Day - August 26th 2006**

FFXI.

## **Personal Halfquake - August 27th 2006**

Planning.

## **Personal Halfquake - August 28th 2006**

Working on a new mini game called Draversi.

## **Personal Halfquake - August 30th 2006**

Draversi.

## **Personal Halfquake - August 31st 2006**

Draversi.

## **Missed Day - September 01st 2006**

Tired. 11 1/2 hours of work. Again. Had a very long discussion about everything concerning art and life and humans with a new friend of mine and I think I will soon release the HQS soundtrack. But, here's the catch. It's actually not the HQS soundtrack. Currently there are 17 tracks, one of them is the sunrise main theme you can already download. That one is a halfquake song. There are about 2-3 other halfquake songs. You know, songs that fit to a halfquake game. But the rest of those 17 tracks are personal songs. They won't fit into any halfquake game. Maybe as a remix, but if the topic of the track doesn't fit the game situation it is used, there's not much sense to it. I will try to release the personal tracks soon, as a standalone "album". You won't have to buy it. It will be for free. Getting money shouldn't be the reason for making music. I'm saying this because I've played around with the possibility of selling the songs on a CD made at [cafepress.com](http://cafepress.com). But that's just stupid. I'll be back with more news about my music sooner or later.

## **Personal Halfquake - September 02nd 2006**

Draversi. New graphics and almost all of the gameplay is coded now. Statistics still need to be implemented, and the spectate mode.

## **Personal Halfquake - September 03rd 2006**

Specator mode implemented in Draversi.

## **Personal Halfquake - September 04th 2006**

I released Draversi. Still some stuff left to do, but it's playable.

## **Personal Halfquake - September 04th 2006**

Draversi update. A lot of bug fixes, multiple-game system, auto-replay mode and layout improvements.

## **Personal Halfquake - September 05th 2006**

Another quick Draversi bugfix and a bit of testing. Also planned the last few updates for version 4.5, which should be coming tomorrow if all goes well, so that the whole version update will finally be complete.

## **Personal Halfquake - September 06th 2006**

Version 4.5 Final.

## **Music - September 07th 2006**

Remains - This is the personal album I was talking about, and it's now released. It contains 14 new songs and as I already said, these songs were actually made for HQS, but they weren't made with HQS in mind. Yeah, it's tricky, but I guess you get the idea. These are personal songs, each of which captures a real life event of myself. Click [here](#) to download, and [here](#) to visit the lyrics page. I hope you like it. (:  
And now I need to go to bed. Seriously.

## **Missed Day - September 08th 2006**

...

## **Various - September 09th 2006**

[Click here](#) to see the montage I made today. Also, I made a new category for various things I create that have no bigger project attached to them. I don't want to add a missed day, just because I wasn't working on one of my main projects.

In case you're interested, here are the original pictures I used:

- [Wii](#)
- [Vendetta](#)

## **Antaran's Journal - September 10th 2006**

Reading old entries and correcting a few things here and there.

## **Missed Day - September 11th 2006**

Took another break, I really needed it. Watched "Contact" and "Lord of War", both really recommendable movies.

## **Missed Day - September 12th 2006**

Work.

## **Missed Day - September 13th 2006**

More work.

## **Missed Day - September 14th 2006**

Old friend blackjack visited me today.

## **Missed Day - September 15th 2006**

Breaktime.

## **Personal Halfquake - September 16th 2006**

Planning.

### **Personal Halfquake - September 17th 2006**

Further plans for world domination.

### **Personal Halfquake - September 18th 2006**

Brainstorming.

### **Personal Halfquake - September 19th 2006**

Some minor additions, changes and bugfixes. And, naturally, more planning.

### **Missed Day - September 20th 2006**

Work.

### **Personal Halfquake - September 21st 2006**

PvP attack system revamped and expanded.

### **Missed Day - September 22nd 2006**

Work.

### **Missed Day - September 23rd 2006**

More work.

### **Missed Day - September 24th 2006**

Surprise, surprise. This will go on until the day after tomorrow, I suppose. Oh well.

### **Personal Halfquake - September 25th 2006**

Planning.

### **Missed Day - September 26th 2006**

Tired.

### **Missed Day - September 27th 2006**

"Elle le regarde."

### **Missed Day - September 28th 2006**

The recent days have really been testing my patience and endurance. The next few days won't be any better. I need a break. I'm currently playing Heroes of Might and Magic 5 and watching lots of movies and anime to calm myself down. I probably won't do anything project-related until the end of next week.

### **Missed Day - September 29th 2006**

11 1/2 hours of work, then "Cypher". Full recommendation.

### **Halfquake Sunrise - September 30th 2006**

The Beginning.

### **Missed Day - October 01st 2006**

Work.

### **Personal Halfquake - October 02nd 2006**

Planning.

### **Missed Day - October 03rd 2006**

Work and a presentation about economy.

### **Missed Day - October 04th 2006**

Work.

### **Missed Day - October 06th 2006**

Double-u, oh, arrrr, kay. Also, I ordered a new ebass (because I had to return the one I'd borrowed from blackjack) and a new keyboard (because I'm looking forward to experimenting with it). I'm still tired. And I'd like to get back to my projects as soon as possible. Maybe tomorrow. Or next week.

### **Personal Halfquake - October 06th 2006**

Planning for the new PvP system.

### **Missed Day - October 07th 2006**

Work aaand trying to relax. The ebass and keyboard have been shipped! (That was fast.)

### **Personal Halfquake - October 08th 2006**

Small changes and planning for new creatures.

### **Personal Halfquake - October 09th 2006**

Planning.

### **Personal Halfquake - October 10th 2006**

Well, duh. Planning. New creatures, new creature abilities and new chosen victim items.

### **Missed Day - October 11th 2006**

Okay, I'm really getting tired of writing "Missed Day" all the time. But meh, I'll have to live with it if my life is just too busy sometimes...

### **Personal Halfquake - October 12th 2006**

Changed a few things (which will be posted in the news after the "other stuff" is implemented) and continued with planning out creatures and new chosen victim items.

### **Personal Halfquake - October 14th 2006**

Working on the new items, adding everything to the database.

### **Personal Halfquake - October 14th 2006**

Further steps for full implementation of new creatures, their abilities and new CV items.

### **Personal Halfquake - October 16th 2006**

New creatures, new items, new CV food system, Common Enemy adjustments. Now I gotta go to bed...

### **Missed Day - October 16th 2006**

Met a lot of people today, also the civilian service thing is over. Was my last day today. Now I got holidays for 2 weeks.

That's the way it is...

### **Missed Day - October 17th 2006**

More updates scheduled for tomorrow.

### **Personal Halfquake - October 18th 2006**

Fixed a few issues and added the first quest.

### **Missed Day - October 20th 2006**

"And slowly ... you come to realize ..."

### **Halfquake Sunrise - October 20th 2006**

First Blood.

### **Personal Halfquake - October 20th 2006**

Added three new quests.

### **Missed Day - October 21st 2006**

...

### **Missed Day - October 22nd 2006**

Dr. Tenma.

### **Missed Day - October 23rd 2006**

...

### **Personal Halfquake - October 24th 2006**

Browser History, Cause of Absence improvements, Products display, manageable advices and a new quest!

### **Various - October 24th 2006**

[Lik-Sang's Death - and how Sony struggles.](#)

### **Personal Halfquake - October 25th 2006**

Sent emails to 470 inactive PHQ players and told them what's up in the game nowadays. Some of them have already returned and taken a look, and I'm really glad about that.

Also planned a few things for the new CV vs. CV system as well as the new PvP system.



### **Missed Day - October 26th 2006**

[Monster](#).

### **Personal Halfquake - October 27th 2006**

Password Recovery, new FAQ and a new list of features, and redone most of the layout pictures.

### **Personal Halfquake - October 29th 2006**

Planning. Also added a list of newest Personal Pages and a list of newest PP entries to PP statistics.

### **Personal Halfquake - October 29th 2006**

Planning.

### **Personal Halfquake - October 30th 2006**

Worked on a little surprise, improved the code for the statistics ("More Statistics" on the start page) and added comments for polls.

### **Missed Day - October 31st 2006**

Driving around in Austria, and Heroes 5.

### **Personal Halfquake - November 01st 2006**

Fixed some Common Enemy issues.

### **Personal Halfquake - November 03rd 2006**

Drawing.

### **Missed Day - November 03rd 2006**

Work and Dark Messiah.

### **Missed Day - November 04th 2006**

Dark Messiah.

### **Personal Halfquake - November 06th 2006**

More drawing and added badges for best PHQ article/PP text and most written PHQ articles/PP texts (viewable in user profiles).

### **Personal Halfquake - November 06th 2006**

Planning and a few small fixes.

### **Various - November 06th 2006**

[Dark Messiah Review](#).

### **Personal Halfquake - November 08th 2006**

New session system and one new quest.

### **Personal Halfquake - November 08th 2006**

Drawing.

### **Music - November 08th 2006**

Began with the first song for my second personal album. And I managed to play along the recorded ebass line with my violin a bit. Far from awesome though. But I'm getting somewhere. At least I'm able to find the correct notes. Only need more training.

### **Personal Halfquake - November 10th 2006**

Drawing and adding Black Market images. And a new quest.

### **Personal Halfquake - November 10th 2006**

Fixed an Opera bug in the Cause of Absence. It doesn't look that pretty anymore, so I'll probably go back sometime again and redo the preloader.

### **Personal Halfquake - November 12th 2006**

Planning.

### **Personal Halfquake - November 13th 2006**

Planning and added a black market picture for the Trap Engineer.

### **Personal Halfquake - November 13th 2006**

Improved trap crafting, changed CV's sickness and drew another creature image. I managed to work 8 hours today because I started working on the trap crafting improvement during work (I'm such a bad person!). So technically I've been paid for working on PHQ. Yeah.

### **Personal Halfquake - November 14th 2006**

Intense planning. No drawing, I'm too tired.

### **Personal Halfquake - November 15th 2006**

Added "Money Transactions" to the statistics section.

### **Personal Halfquake - November 16th 2006**

Working on the Christmas event.

### **Personal Halfquake - November 17th 2006**

Christmas event.

### **Missed Day - November 18th 2006**

Rest.

### **Missed Day - November 19th 2006**

Rest.

### **Various - November 20th 2006**

Assembled a video of Halfquake Amen for the Mod of the Year Awards of Mod DB. Take a look at the video [here](#) or download the high quality version [here](#).

### **Personal Halfquake - November 20th 2006**

Minor fixes.

### **Personal Halfquake - November 21st 2006**

Products Ranking System, and a bit more.

### **Personal Halfquake - November 22nd 2006**

Added search for news, inserted lots of old news posts into the database (that were posted before the news system existed - for nostalgic reasons), improved page system for forums and finished the christmas event. I hope to get some drawing done tomorrow. Next week I plan to at least begin with the new PvP system and get it out there. When everything goes right all the things on my todo list will be done before December 21st, which is the last day I will work on PHQ. For now, anyway. (I still can't predict the future.)

### **Missed Day - November 24th 2006**

So much for my plans.

### **Missed Day - November 24th 2006**

...

### **Various - November 25th 2006**

Started on a new Warcraft 3 Tower Defense map, just for the heck of it.

### **Various - November 26th 2006**

Kept on working a bit on the new TD map.

### **Missed Day - November 27th 2006**

Damn you, Lost, damn you.

### **Personal Halfquake - November 28th 2006**

Planning.

### **Various - November 29th 2006**

TD Mapping.

### **Various - November 29th 2006**

New Tower Defense map.

### **Various - November 30th 2006**

More TD mapping.

### **Missed Day - December 02nd 2006**

...

### **Missed Day - December 03rd 2006**

My girlfriend's birthday. (:

### **Missed Day - December 04th 2006**

Relaxing.

### **Missed Day - December 05th 2006**

Lost.

**Personal Halfquake - December 05th 2006**

Created a new PHQ overview and wrote another part of the Quick Movie Review series.

**Missed Day - December 06th 2006**

Had to work for a homepage of the previous company I worked at.

**Missed Day - December 08th 2006**

...

**Missed Day - December 09th 2006**

Anime and WC3.

**Missed Day - December 10th 2006**

Visited my old friend jazzymike.

**Missed Day - December 11th 2006**

Lost.

**Personal Halfquake - December 12th 2006**

Worked a bit on the level 99 stuff.

**Missed Day - December 12th 2006**

The Arrival of the Wii.

**Missed Day - December 14th 2006**

Wii.

**Personal Halfquake - December 15th 2006**

Added a new quest to the laboratory which lets you exchange Monster Rabbit Tears, Strawberry Poison and Beef Soup for Strange Liquid.

**Missed Day - December 17th 2006**

...

**Missed Day - December 18th 2006**

...

**Personal Halfquake - December 18th 2006**

Level 99 stuff and planning.

**Various - December 19th 2006**

I wrote a [review about Wii](#).

**Missed Day - December 21st 2006**

Met with my old friends Rincewind and Sven and played Wii together. Haven't had so much fun in a long time when playing games. If you haven't got a Wii yet, you should consider getting one in the near future.

**Missed Day - December 22nd 2006**

Christmas meetings.

**Missed Day - December 22nd 2006**

...