Review

The list of work that was completed was as follows:

·         Pickups for the Upgrade Kit and Energy Vials

·         Different designs for the “Charger” weapon

·         Different designs of the Health pickup

·         Different designs for the “Data Core” pickups

·         Designs for the Key Card’s as well as icon imagery

·         Pickups for the Tranceiver and Shield upgrades

·         Concept for the main player character

The work was more than satisfactory and definitely was of high standard. The key aspect I was looking for was art that would communicate what each individual element was clearly to the player, which I believe the work done does.

Communication was excellent throughout, and Andreea was proactive for the duration of the project. Requests to me for feedback or further direction were always clear and constructive, as well as informing me of decisions made during the design process which led to the final results.

Overall, I was very happy with the work, as well as the communication for the duration of the project.