Twine Part 2 Partner Reflection

# How was it working with someone else's work?

I really liked June’s story and I’m glad that I got to work with it. It helped me a lot to look at June’s work as an example of how to improve. I really enjoyed extending this story and fleshing out the main character more. The world that June made is very interesting. She did a great job of creating an interesting setting with just a few strange references. My imagination took off and I was able to flesh out the world and characters a little more.

# What made collaboration difficult or easier?

Collaboration was made very easy by the fact that June and I have been friends/teammates for years. This made communicating trivial and she was able to answer all my questions. I also made sure to get her approval for what I was doing to her story, which was nice too. We were also able to discuss the project in person at times as well since we were in our team space.

# What did you learn (good or bad) about doing this that you'll take to your next creative projects?

I think overall I learned a lot about Cascades and the narrative process. It helped a lot to swap projects with someone, I was able to directly compare my work against theirs to see where I was lacking. It also helped me because I’ve historically been very bad about editing other people’s work because I don’t want to screw it up. Especially if that work is creative. Being able to communicate with June constantly made this a lot easier and I’m very glad I was able to do this project.