Through this course, I have been trying to get more in touch with my creative side. I aspire to be a game developer and I know that story is often missing with today’s Triple-A titles. The thought of being a successful indie dev is the goal and I know that the story of a game can be the determining factor. I can feel that as the semester progressed, so did my skills in storytelling.

My favorite author is Rick Riordan. His ability to blend the modern world with mythology of multiple cultures is fascinating and has been my goal to be able to tell stories with such detail and grace. I was originally introduced to his work with the *Kane Trilogy*, a series about a pair of siblings making their way though saving the world from angry Egyptian gods. I fell more in love with his writing whenever I needed to write papers for my middle school English class, I was going to start with the *Percy Jackson* series, but I could not read a book with a movie, so I went with the *Heroes of Olympus*, the sequel series. This was at a point where I could not stand reading, I enjoyed it when I was younger than that, but whenever school stated to force it, the joy left. This got me back into reading. Over the next couple of years, I would go to the library, and I did get through both series.

Place has been one of the aspects I struggle with. I play video games; I love the idea of inspiring the next generation of game devs; I want to make everything visible or inferable to the player The constant descriptions needed for writing is my weakness. It feels too repetitive for me. I understand that it is important for the reader to know, but when the world, voice acting, and the graphics are telling the story, it becomes difficult to always transpose all the details to paper.