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1. **Contributions to the project**

I contributed by drawing all of the visual art assets.

1. **What have I learned**

I learned how to create “Pattern Brushes” with Photoshop. This DRAMATICALLY sped up the process of drawing many of the games assets and could be used and applied on many other things.

I also learned that I need to set aside and energy to draw and produce said assets and must remain far more disciplined while drawing said assets.

1. **Issues I encountered**

Most of the issues I encountered were with Time. Even with discovering Pattern Brushing, producing many of the assets to satisfactory quality was still an incredibly time consuming affair. This was probably the most difficult aspect of my contribution.

There were also times where I did struggle to understand certain requests/needs of the group when assembling some of the art assets. Some took up a lot of time to get right to a satisfactory degree.

1. **Other thoughts with the group as a whole**

I feel like I was the biggest problem with the group. Everyone in the group were fantastic with what they contributed and I know I was slowing them down. Would I enjoy working with them again? Well it’s a yes and a no. They were great. They always showed up and if they were going to be late or not able to attend on the day, they always notified/communicated their absence so I wouldn’t have to be waiting around. It’s more about whether they’d want me to be working with them again I feel is the real question.