Game Design Project
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From the beginning we split our team into programmers and artists. We had discussed the whole project process and we decided that two of us who are most confident in programming will take care of the coding part of the project and the other two will carry out all or majority of the art tasks.

My work was mainly connected with David's work. We agreed only the art style we want to use along with Elisabeth since she already had some visions and ideas as the concept creator of this game. We agreed we want the game to give off mysterious and in terms of assets sketchy vibe. Then, I started doing concept art and designs for the game assets. I worked on my designs in Adobe Photoshop. Together with Elis we decided what brushes to use to maintain the art style we were aiming for. Every time I finished part of my work, I handed it over to David who took the design to create the 3D version of it in Blender.

Programmers gave us feedback after every asset or design, so I was able to make changes to it right away. Our main problem at the beginning was that mine and then David's designs were too detailed, and it did not look good on the screen, so I needed to go back to them and simplify the lines and brush strokes.

I had a deadline or work assigned for every week by programmers. This depended on what they needed for the game at that moment. After I delivered it, they tried to implement it in the game right away, so the proof of me working constantly throughout the project is their commits on GitHub containing the assets added in the game. If this is not reliable, I am happy to provide discord chats or outlook emails I have sent to my team mates.

If I was to describe my work throughout the project, right after we agreed on the art style and so on, I started working on the cockroach and apples designs because those were the first sprites our programmers needed for game play. For the apples, I created three designs, so the game does not look repetitive and boring. I gave all of them with to cockroach to David who has made the 3D version of it which is also the final version that is then used in the game. First, we tried to make the cockroach coloured but after some discussion we changed the design to be black and white since it fitted the game more.

When our game needed the menu to be programmed, I have created the icons for settings such as music icon, home icon and so on.

Finally, the whole group worked on the audio assets creation where I have made sound effects too but since we then had the option to select between them, mine are not included in the game. The sound effects included sound effects for cockroach crawl, apple hit, apple spawn and the clicking sound effect when some button was pressed.

To sum it up, my part did not include any coding. Our team worked well together and we did not encounter any major problems.