The artifact I’m working on is an animated pyramid from course CS-330. I took this course sometime early last year. I chose this artifact because it was something, I felt the most confident in when I was creating it. It also helped me adjust to C++ a little bit more. I still have a good way to go but it was something that I enjoyed working on. I would like to think of myself as a highly creative person and this was one of the classes that helped me to showcase creativity. As stated for the enhancements, I wanted to be able to show the floor that is in this code. I was able to get the floor to show as well as I changed the texture of the pyramid as well. It’s now a fully animated pyramid with an animation going through the texture itself. I would like to think that I did achieve the enhancement I said I was going to. There are some more things I would like to learn, however. I want to be able to make the floor bigger than what it actually is. I’m hoping to be able to accomplish that very soon. This is something that has proven quite a challenge. Learning all the different languages has its perks as well as downfalls. There are things in each language I’m working on not getting mixed up.