# Personal Reflection – Nicholas Young

This assignment has been an interesting and educational experience for me in a multitude of ways. I feel like I was able to effectively utilize my knowledge of game design while performing written tasks and I was able to learn a bit more about 3D asset creation and texturing through the creation of a 17th century sword to be used as visual content for our project. I also found learning about the Batavia Mutiny – the subject of the game we are writing our project plan for – to be very interesting and educational. I did feel however that I did not contribute as much as I could or should have, and I wish that I had been more proactive in procuring tasks for myself earlier in the stages of the assignment.

As in Assignment 2, I feel our group performed exceptionally and addressed our problem of lack of structured communication effectively going into this assignment in the form of weekly catch ups on Discord. This has helped us gain and solidify our footing at the beginning of each week, ensuring we know what’s happening with other group members and where we are at with our various tasks. It was surprising to me how effective these catch up sessions were, especially as I personally did not think they would be that impactful beforehand.