Class Goals

I hope to take away a stronger ability to tell succinct stories to players. My major is game programming, so there is always a strong need for creative short form writing. The story and how it is delivered is the single most important aspect of any game.

It is always nice to work on my writing and delivery. I work as a full-stack engineer, so I regularly write documentation for users and other programmers. It is an important aspect of my day-to-day. I am positive this class will give me solid takeaways.