My plan was to add some touch-ups to make it look nicer and more enjoyable to traverse around. A couple of specific things I added were ambient sounds, a different skybox, and boats in the water. I think I still have some more additions I would like to make, but overall it’s an improvement and I learned a lot from our workshopping day and peer feedback.

Some takeaways I had:

It can be very overwhelming to make an entire level from scratch, so it's good to have a plan in mind and certain goals you can do in order. I think my lack of planning made it hard for me to tie together what I wanted the level to be. My project is pretty barren still but I did my best to add some more ambience into the level.