

## Final Reflection- Evin Henriquez-Groves

Looking back on all that I've created and learned in this class, I feel that I've accomplished a lot. My Bio Page is one creation that I am especially proud of because it was the first thing I'd ever created using computer code, albeit the computer code was extremely simple. It might not be aesthetically appealing to most due to the color scheme, but it was an introduction to the themes of user experience and web interface. I remember the biggest difficulty I had was trying to place a specific group of words over an image. The realization came to me later that even some of the simplest creative aspects involve slightly more work, in this instance it was to create a text box that exactly overlapped an image.

On the other hand, my audio walk was not my favorite production, but I enjoyed the theme of the project more than anything else. I think I did a great job of creating an audio experience for the individual, and although this is a success in itself, my piece did not have a very developed interactive component. In my opinion this isn't always necessary in creating a successful audio walk, but the audio walks of other students that I enjoyed the most really involved the listener. The creation of my audio walk also included a different type of effort than other modules. During its production, I walked my own audio journey at least four times. Although I used my audio walk as an opportunity to introduce the mentality of the main character to my video game, should I have the opportunity to do another audio walk, I would pick a scene from within my video game to incorporate an element of interactivity with my listener.

Regarding my creative talent, designing my character was a fun way to be introduced to using Photoshop and a tablet. The tablet is now one of my favorite design tools. In designing the webpage for this module, at this point I was already used to using applications such as Fetch and BBEdit that I felt comfortable coding and uploading my character index without help. I would have loved to have been able to incorporate my character visually into my actual twine story line, but in the creation of this protagonist I was able to further develop her story plot and resolution.

When it finally came time to developing my game in the form of a twine story, putting it into words was more difficult than I imagined it would be. I had a hard time making sure that there were enough divergences or branches to keep the interest of my players, and to encourage them to play multiple times. Once I did create a multitude of branches, I had to create resolutions to each of these paths that then split further with each decision. In the end, I tried to give a personality to the game that would also resonate with gamers. I also tried to create a flow or connection between the endings, that would then lead players to alternative endings upon replaying.

The last module was my game trailer, and after spending such a long time creating such intricate drawings for each slide, it was rewarding to see the final product. My intention for this module was to create a trailer because although I had specific ideas surrounding the origin of my video game, not all players understood this and were consequently not able to connect with my main character. Although my trailer was long enough to fit the time requirements, during production I was sure that it was going to be longer than it ultimately was. This was a result of how long I spent on each drawing, that in the end I had to cut out a few scenes. Overall I am incredibly happy with all that I accomplished in this class, and I hope to do similar things in the future.