

Aracely Garcia

ENT 4499 – Culmination Project

Prof. Terao

Reflection Paper on Disappearance Act

My culmination project is a visual novel video game called *Disappearance Act*, I teamed up with Elijah Moyd. I was in an art team. My role is to develop the characters in the game that Elijah gave us the descriptions for the character and I didn't do this alone. We had a volunteer, my closest friend from high school, Shania Valesquez who is a digital artist who has more experience with digital art. Our job is to finalize the art of the characters from sketches to final design. Shaina does the clean up part of drawing the characters. I was very successful, develop skills that I really enjoyed and learned because I am into character design and I love art and I'm an artist. This was a great opportunity to share my skills and Shania's.

I took nonlinear narrative, art class, and any creative writing classes in this school. I have enjoyed all of these classes, but I most enjoyed art and creative writing classes. I love storytelling and drawing. I started doing art as a kid which I practiced a lot throughout my school years. I have had good support from my friends and my sisters to encourage me to keep on going and I was excited. In 2019, I had a collaboration work with an artist friend I met over the summer of 2019, she was from Indonesia. Her and I worked on a funny *Zelda* fan comic that we discussed, and we agreed to do make it to life. I was the storyboard artist and artist, meanwhile she did the digital art and coloring. Once it was done, we shared it on social media, and everyone in the

Zelda and Art community loved it. It was a successful project we worked on. For story writing, I started practicing writing in high school with some help from my friends because I want to express my story in writing and art combine. Turned out, everything was all great. Practice makes perfect in both art and writing.

With all of those experiences I have gained in the past and present, I am very determined to do my role. However, during the production in making the game, there was an issue that my team and I need to work on for the future, which was to communicate more, gather more information so we can all be on the same page. I created a Discord server for all of us to communicate but it was a bit quiet until we had all of the artwork of the characters posted in the chat. From rough sketches to final. Once we had all the characters sketched, Shania had to finalize them by coloring and cleaning up. Now, Elijah has to put all of those characters in the game with dialogue text.