



Hi, my name is Bradley Dawn, and I was an engineer and designer on *Crowstone*. My main role had to do with implementing player interaction in terms of movement, initiating conversation with NPCs, picking up items, and transitioning the player to different locations. I also

implemented the quest log feature and helped in the early design of the moment to moment gameplay.

This game was an interesting project for me since it was the first time I had worked on 3D game development. It was also the first large team game development project I have worked on. I think it was a valuable learning experience and helped me learn the different communication, collaboration, and workflow needed on a larger team. It was a fun semester working on this and I hope you enjoy it if you play it!