



Hello, My name is Kevan Rahav I was an engineer, designer and assistant producer on Crowstone. I'm currently majoring at the U's CS program, with a focus in Entertainment Arts & Engineering. My main role in crowstone was implementing the dialogue system, along with helping in designing the game's plot points.

Working on crowstone I learned a lot about working on a large team and the importance of communication. While implementing the dialog system I also learned about the Ink scripting language which was very useful for a text heavy game such as crowstone. I enjoyed working on this project, and hope you will enjoy playing it as well.