**Rational**

I feel like I have learnt a range of skills from photoshop to having a base understanding of unreal engine. I know how to make gifs in photoshop and also how to make frames for characters to make animations in things like games. Before coming on the course, I knew how to use construct 2 and a base understanding on photoshop. I already knew how to use garage band from a pass music course but I feel like my foley skills and understanding for what music goes with what game to provoke a certain emotion out of the player which in turn makes the game more engaging and immersive. With the skills I have at the moment I know I can make a small game consisting of various mechanic’s, multiple levels, sound, music and a main menu.