



Describe a game object using purely  
**RELATIVE** language.

**Some things to consider while working on this challenge:**



I didn't mention it in the video, but capturing a few screenshots will make this assignment much easier. 'Photo mode' is available in some games, and there's plenty of images on Google & Youtube. Don't just work from your memory.

Don't forget the user interface! Even though the 3d object you're investigating exists within the game world, the player is looking at a flat television that also includes a prominent graphic interface. Since this UI 'frame' never goes away, it's important to consider.

Does the object's shape reference anything else on screen  
Sometimes objects will share an obvious shape language.  
Alternatively, the shape might be a stark contrast to the surroundings - creating visual emphasis.