4. SEEING IS BELIEVING

Quest Objectives:

1. **Collaboratively or individually compose,** either digitally or by hand, **a piece of "box art"** for your game and **three or more promotional images**. This art should represent your game in some way, and the box art should likely include the title of your project.

    If you want an example, here's Nicky Case's promotional image set designed from *We Become What We Behold*: https://imgur.com/a/Krep9

2. Once you've finished, **upload your art** to either your Development Blogs, *or* to your company's social media page (if you have completed Social Games Quest 3: Re-Tweet).

Note: I will never penalize you for artistic ability. ☺ However, the expectation here is that you're creating something that you would be willing to use to represent your game publicly– so it should reflect your best professional effort!

Completing this Side Quest earns you
*100 NAPS and a **Collaboration Badge.***

100 NAPS

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