**Group Processes and Communications**

Since past experiences has shown that the breakdown of communication between group members is the highest probable problem a team may come across, it is very important that the methods of communication is very clear and concise so there are no misunderstandings. For the general team meetings, we will do this through Microsoft teams which has the recording feature to review our meetings in future. Meetings which are not recorded formally will be captured through note taking. This method will allow for all team members to have a copy of the contents of the meeting. It will also lead to the ability to continue their work even when they might not have an internet connection. The notes will be discussed as a group and then taken down onto paper or a notepad. Meetings will be conducted at least twice a week. We as a team worked out a specific time within our week to organise a team meeting which is done two times a week which are on Tuesday and Sunday. This gives the members time to do their assigned tasks within the week to show what they have done during the week. If a group member does not respond to communications, we will first handle it between us and try to contact the group member. If this behaviour persists then we have no choice but to rate them poorly on their peer review in the communication area.

**Skills and Jobs**

**Programmers**

Programmers are one of the key positions in which our game or any game in general will need. Since the programmer is who brings the idea from the drawing board into a reality. They use coding languages to create software which runs the game. There are multiple sub roles under programmers such as a lead programmer and a user interface programmer. These roles could consist of jobs such as managing the developmental process of the game from start to finish, or making the game as real as possible by developing a code which allows for the game to act in a certain way based on the users moves or decisions. They can also create a code which shows how the player interacts with the game such as starting or saving games.

Game programmers need to have specific general skills such as advanced knowledge of multiple types of coding languages, computer, and gaming systems within their arsenal. These skills could be achieved through studying a bachelor’s degree in computer science. Since the course is very hands on, the individual will also acquire experience while studying.

**Producer**

A producer which like the lead programmer ensure the process and progress of a game development will happen in the future. They help the rest of the team to stay on track working towards certain deadlines and working together effectively to create the game. This role is different for each project and each team but usually, the producer can give their creative input or a direction in which they think the game should work towards. Generally, this position can be organisational which means that they just supervise the project and ensuring it will be released.

A producer may have general skills such as leadership, communication, and problems solving skills to supervise their team. Leadership is important as they will need to take the helm and ensure that the project is progressing smoothly through its developmental time, giving their input in areas, and managing their team members. Communication skills are crucial as they will be in contact with numerous stakeholders such as the investors, the team members, and the public during the project’s development. Clear and concise communication will allow for the game to be appreciated to its fullest potential. They will need to have problem solving skills as there will be random occurrences of issues during the time of the project. A producer will need to handle these issues effectively, so it does not affect the rest of the team.

To be a producer, an individual will usually study a game development degree to grasp the basics of the game development procedure. This will allow for an individual to work in a team under a producer and learn what it takes to become one. It will also build experience for the individual as they will have worked in a team numerous times before becoming a producer themselves.

**Artist and Animators**

A game animator’s goal is to make game characters come alive and feel real. Being able to produce high quality animations based on what kind of game is and its desired aesthetics, is important as it will need to get across to the users the type of feeling in which the game developers want. It will need to be smooth to be pleasant for the players to play the game. Usually, depending on the size of the game, this role is distributed across many individuals who work together. They combine art and technology to create an interactive platform in images and environments for video games. On top of this, they can incorporate other skills such as production or storytelling into the game designs. Production wise this could be the lighting, texture, or movement within the game.

An animator will need to usually have a bachelor’s degree in computer graphics, art, animation, or illustration. This will allow the individual to learn the different aspects of art and animation needed to develop high classed animations. On top of this, an animator will have two to four years of experience to be employed in an advanced level position. Some key skills an animator would need is creativity, knowledge of production programs such as studio max. Being creative is require within this role because the position is all about the visuals and how it will look to have an impact on the player. Being creative allows the individual to effectively display the meanings of the story and its aspects on the screen to the players. Having the knowledge to use production programs is essential as that is where all the animations and art will be done. Extensive knowledge will give the individual an advantage over the usage of the programs compared to those who only have a basic knowledge of the program.

**Game Tester/Quality Assurance**

Video game testers are those who try out video games to find any bugs or issues/errors within the game. They go hand in hand with game designers and programmers to ensure that the game will work without any problems before presenting it to the market. A key responsibility of game testers is to make a list of any bugs and glitches as they play through it. They also perform a quality assurance overview, by focusing on the game details to effectively note any glitches or bugs from making it through to the game when it is released.

A video game tester usually would have a Bachelor’s degree in psychology or computer science, especially if they would like to advance in this profession. There are also those who have studied at specialised institutes such as in gaming or game testing who are game testers. Game testers need to have exceptional observant skills as they will need to play the game for hours on end trying to find things which do not belong. They also need good analytical skills as they will constantly be playing the game and seeing how each mechanics work with each other and if there are any issues when users do something out of the ordinary. Game testers need strong oral and written communication skills as they will be taking down any bugs or issues they encounter whilst playing the game and relaying it onto the development team to fix these errors.