**Designer, Yonas**

Game Designer is a team member who designs game play, rules, and game structure. It includes user interface, notes, description, material, and video game packaging. They are responsible for creating the character of the game, their characters, their positions, their voices, their animations, and all characters related work. There will be several people in the team who have more complex positions, and there will be one representative to work with the game development team for the development process.

**Designer of Stage, Khiem**

Level Designer is the person who creates and designs various levels. The Level Designer creates challenges and stages of the game. These programs may be widely available as commercial 3D or 2D modelling programs. Mostly, some resources are available that remove the need for a level designer and include some basic libraries for that purpose.

**Programmer, Alan**

The programmer is a team who writes logic inside the game and helps the user to render the game standard. The programmers control the flow of the game.

Roles of different programming disciplines include

Physics, AI, Graphics, Sound, Gameplay, Scripting, UI, Input, processing Network communications and Game tools.

**Video game testers, Jonathon**

Video game testers are professionals who check computer games to find glitches and glitches at various game levels. They work with game designers and programmers to ensure that the game runs well before they send the game out to the market. Computer game testers play an significant part in the gaming industry.