



# Tasks for the Integrators

## Lead Integrator (Arian)

- Oversee all integration across Unity and GitHub.
- Merge team branches and resolve conflicts in GitHub.
- Ensure project folder structure, naming conventions and prefab setups are consistent.
- Coordinate integrators to track dependencies and progress.
- Test combined assets, scripts, sound and gameplay elements for integration issues.

## Art Integrator (Marissa)

- Import and place completed art assets into Unity.
- Make sure that the right animations are linked to the existing prefabs.
- Ensure interactable objects have correct visual feedback (highlighting, HUD icons).
- Verify that art assets from GitHub integrate without breaking the project.

## Programming Integrator (Wouter)

- Integrate completed scripts into Unity scenes.
- Connect scripts to existing prefabs.
- Test mechanics to ensure integrated scripts function correctly.
- Ensure script updates from GitHub merge cleanly and don't break existing integrations.

## **Sound Integrator (Jim)**

- Import finished audio files into Unity.
- Assign audio to existing events, triggers and objects.
- Verify audio placement with interactions are correct.
- Ensure updated audio assets from GitHub integrate without errors.

## **Gameplay Integrator (Adrian)**

- Integrate completed dialogue scripts, branching events and story triggers into Unity.
- Link gameplay events to triggers, interactions and sound.
- Test branching outcomes for correct triggering and integration.
- Ensure gameplay updates from GitHub merge cleanly and maintain consistency.