

### Noor's Personal Pitch:

My primary responsibility as the architect will be to ensure that the game's overall structure is sound, scalable, and easily maintainable. I will be responsible for defining the architecture and ensuring that it supports the game's mechanics, including the game's visual interface, non-blocking concurrent/asynchronous processing, and persistent data state management.

As the testmaker, I will take on the task of implementing the architectural design by developing the game's code, ensuring that it aligns with the design objectives, and is efficient and bug-free. I will collaborate with other members of the team to ensure that the game's features are implemented effectively and that the final product meets our goals and expectations.