Assignment 1: Team Roles and Responsibilities

Research the typical responsibilities of the following personnel in a game development team:

• Producer

Ensures the successful delivery of a game, on time and within budget.

• Games Designer

Plan and define all the elements of a game, how it plays and feels, then communicates that to the rest of the team.

• Level Designer

Creates levels within a game that the players use

• Environmental Artist

Creates the assets that the level designer places in the world

• Programmer

Writes the code that controls a game

• Sound Designer

Creates all sounds that someone hears in a game. E.g. Music, sound effects, speech

• Quality Assurance

Makes sure that the game doesn’t have any bugs or gameplay issues, before the game is released.

• Marketing

Ensures successful commercial release of a game