Assignment 1: Team Roles and Responsibilities

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

• Producer

Duties will differ between studios and the video game producer's expertise. Videogame producers are a little like book editors, a little bit like film producers, and a lot like product managers. They manage the production schedule, budget, development team, licensors, and outsourcing parties.

• Games Designer

Game designers are an important part of a comprehensive team of designers and developers that coordinate the complex task of creating a new video game. Game designers have duties like designing characters, levels, puzzles, art and animation. They may also write code, using various computer programming languages.

• Level Designer

A game level designer is a type of game designer that works to create various levels and steps that progress through a game. These professionals often work with level editors, which are tools created by the game programmer, which assist level designers with creation of the level so that they don’t have to modify the actual game code. The game level designer must work to ensure that each level created is consistent with the other levels so the game has a uniform look and feel. Game level designers often work with other video game specialists who create visual and structural elements of a game.

• Environmental Artist

The environment artist (also known as an environment modeler) creates backgrounds and scenery for video games—anything from architectural elements like pyramids or arenas to chairs and plants.

• Programmer

Game Programmers work at the heart of the game development process. They design and write the computer code that runs and controls the game, incorporating and adapting any ready-made code libraries and writing custom code as required. They test the code and fix bugs, and also develop customised tools for use by other members of the development team.

• Sound Designer

The Audio Engineer creates the soundtrack for a game. This might include music, sound effects to support the game action (such as gunshots or explosions), character voices and other expressions, spoken instructions, and ambient effects, such as crowd noise, vehicles or rain.

• Quality Assurance

Quality Assurance Technicians, or Testers, perform a vital role. They test, tune, debug and suggest the detailed refinements that ensure the quality and playability of the finished game. They play-test the game in a systematic way, analysing the game’s performance against the designer’s intentions, identifying problems and suggesting improvements.

• Marketing

Duties of the Marketing Manager include: Managing all marketing for the company and activities within the marketing department. Developing the marketing strategy for the company in line with company objectives. ... Overall responsibility for brand management and corporate identity.