**Producer**

The producer oversees the entire project

**Games Designer**

The game designer Decides how the game should act and play

**Level Designer**

The level designer creates and designs the levels and missions

**Environmental Artist**

The environmental artist designs the game setting and how it looks

**Programmer**

The programmer takes the game designers ideas and tries to implement it in to the game

**Sound Designer**

The sound designer is someone who implements the sound for everything in the game

**Quality Assurance**

They test the games mechanics and test for bugs then they report it back to the company of what the can improve on in the game

**Marketing**

The marketing team are the people who target a specific audience and advertises the game to them