Assignment 1: Team Roles and Responsibilities

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

• Producer

• Games Designer

• Level Designer

• Environmental Artist

• Programmer

• Sound Designer

• Quality Assurance

• Marketing

<http://creativeskillset.org/creative_industries/games/job_roles> Submit your report in a word document

* Producer: Is the person that takes charge by overseeing and taking care of the funding for the project. A quote from Trip Hawkins:

“Producers basically manage the relationship with the artist. They find the talent, work out product deals, get contracts signed, manage them, and bring them to their conclusion. The producers do most of the things that a product manager does. They don't do the marketing, which in some cases product managers do. They don't make decisions about packaging and merchandising, but they do get involved ... they're a little like book editors, a little bit like film producers, and a lot like product managers”

* Game Designer: Is the person that determines what a game consists of and how it plays. They also plan out all the game elements such as: Setting, structure, rules, story flow, characters, objects, props, vehicles and other devices useable by the player. Also the design of the interface and modes of play, once all of these concepts have been worked out the Game Designer then passes on the information to the development team who takes care of the art assets and code allowing the game to be played.
* Level Designer: The Level Designer takes everything know about the game like setting, story to design a level. Making sure everything in the game fits the game idea for example: if the game has a medieval setting there is nothing in the game that doesn’t fit to that time.
* Environmental Artist: Someone who specializes in indoor and outdoor locations, making 3D modeller assets of the area being indoor or outdoor.
* Programmer: Someone who writes the code for a game, code to make a NPC move back and forth between two spots. Code to make a character attack the player
* Sound Designer: Someone who take control of the sound, making sure everything in the game has the right sound. A sound designer can manipulate sound weather being recorded from a voice artist or from another source.
* Quality Assurance: someone who will test the game at every level of design to make sure to is meeting a level of quality.
* Marketing: Someone who goes out and sells the idea of the game being made, making sure to aim advertisement at the right area of people.