**Role Reallocation**

*James Farrell*

* **VR Development**
* **Multiplayer**
* Game Physics

*Kristine Saroka*

* **Level Scripter**
* Tester
* VR Development
* Level and UI Design

*Nathan Hill*

* **Scrum Master**
* **UI Design**
* Texture Artist

*Keelan Murphy – Asset Designer*

* **Modelling**
* **Animation**
* Concept Artist
* Sound Design
* Texture Artist

Unassigned Roles

* Team Lead

*James Farrell - Development & Organisation*

* **Team Lead**
* **VR Development**
* **Multiplayer**
* Git Master

*Kristine Saroka - Programming*

* **Level Scripting**
* Game Physics
* Tester

*Nathan Hill - Design*

* **Scrum Master**
* **UI Design**
* Texture Artist

*Keelan Murphy – Asset Designer*

* **Modelling**
* **Animation**
* Concept Artist
* Level Design

Sound Sourcing