Director: Xander

Good communicator, good at getting team to get to work, good leader

Producer: Henry

Organized, keen to keep notes, good communicator

Art Lead: Xander

Knowledgeable about sprites

Design Lead: Jun

Picky, attentive, specific on game details

Sound Lead: Henry

Well versed in sound design/audio editing

Tech Lead: Koben

Good knowledge of unity and how it interacts with C# code, knowledgeable about C# code