***This is a temporary Google doc file so that all information can be added and updated here so that the Word document does not have to be re-uploaded each time.***

This document I used to store all of the content that users want to be displayed on the websites “Team Page.” For pictures please upload them and place them in the same folder as this one, on the google drive. I have filled mine in as an example of what sort of description is needed.

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| Name | Role | Description | Social media links |
| Alister Gregory | Company Director, Lead Programmer | Alister is the lead programmer for the company and never stops working! He specializes in c# and c++ programming and has the goal of creating the best 2D game engine in existence! Outside of work Alister enjoys playing Tony Hawks proskater 2 And Age of Empires 2. | #Add here linkedin , etc |
| Keanen Collins | Game Programmer | Keanen is one of the programmers working on the current projects the company has under the Blanket. His aspiration is to create games that don't follow the mould of the current generation, but to make something fun and interesting! During his own time he enjoys platformers and retro games, however he insists that he enjoys most types of games. | <https://twitter.com/keanine3000>  <http://uk.linkedin.com/in/keanencollins>  I will add my website here when it is finished if that is ok |
| Nico Formaggio | Game Designer, Website Designer | Nico is one of the designers working on current projects, he also helped design this website. His desire is to create unique, interesting and fun games. His goal is to create the next big game. Besides working, Nico enjoys playing a huge variety of games across all different platforms (favourite game is Skyrim). | Facebook: nico.formaggio, Twitter: @nico\_cheese,  LinkedIn: Nico Formaggio (These will be hyperlinked) |
| Lewis Thompson | Company Co-Director, Lead Game Designer | Looking to create fun gameplay experiences. His goal is to learn and create the best gameplay experiences possible. Loves most games apart from Brink, no one likes Brink. | linkedin: https://www.linkedin.com/profile/view?id=AAIAABAvH0EB4uyLtP-8rkLu6twFW7kff-Z4-gw&trk=nav\_responsive\_tab\_profile |
| Max summerbell | Game Programmer | Max is another one of the programmers for Fire Blanket Studios, he enjoys programming games and wants to specialise in AI programming. In his spare time he also enjoys playing DOTA and NerdCraft as well as following the competitive scene for each of those games. |  |
| Lewis Penman | Lead Artist |  |  |