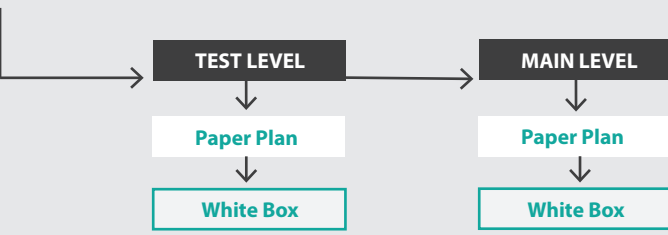


DESIGN

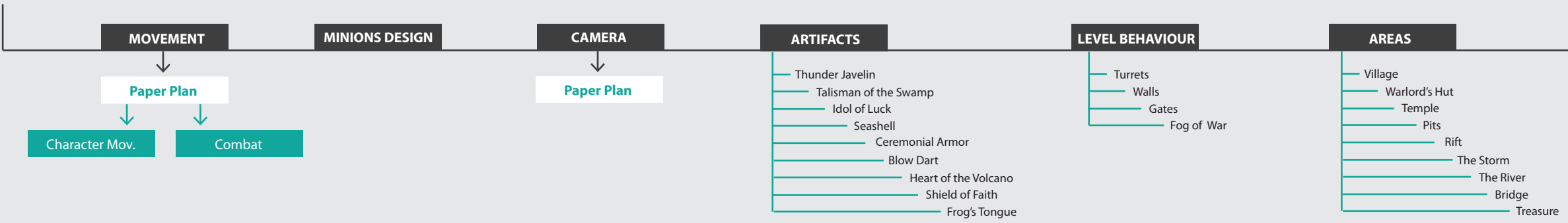
LEVEL DESIGN

// BEN



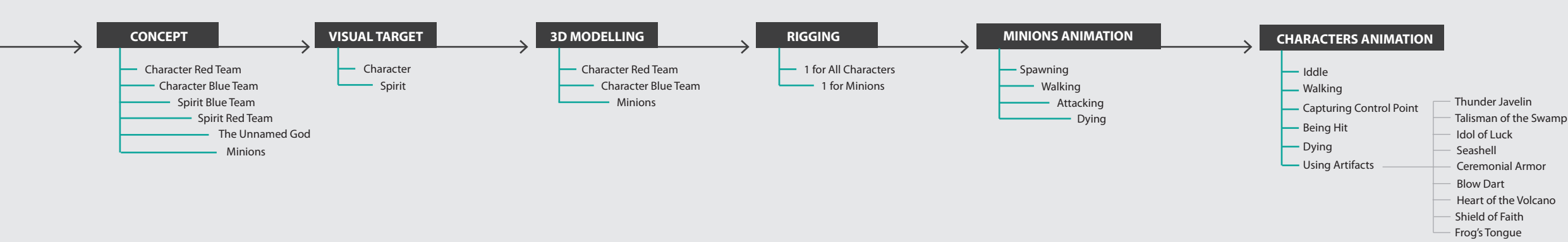
GAME DESIGN

// BEN & MILTON



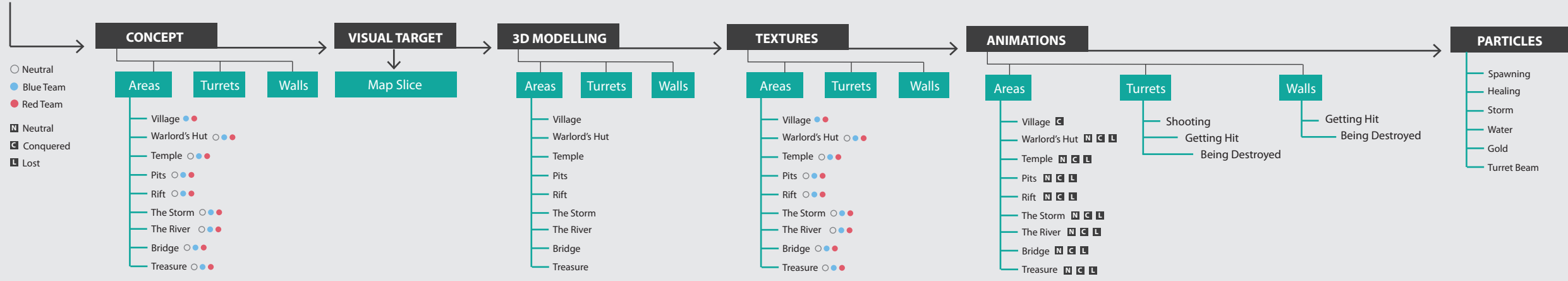
CHARACTERS

// ANDREA & MILTON



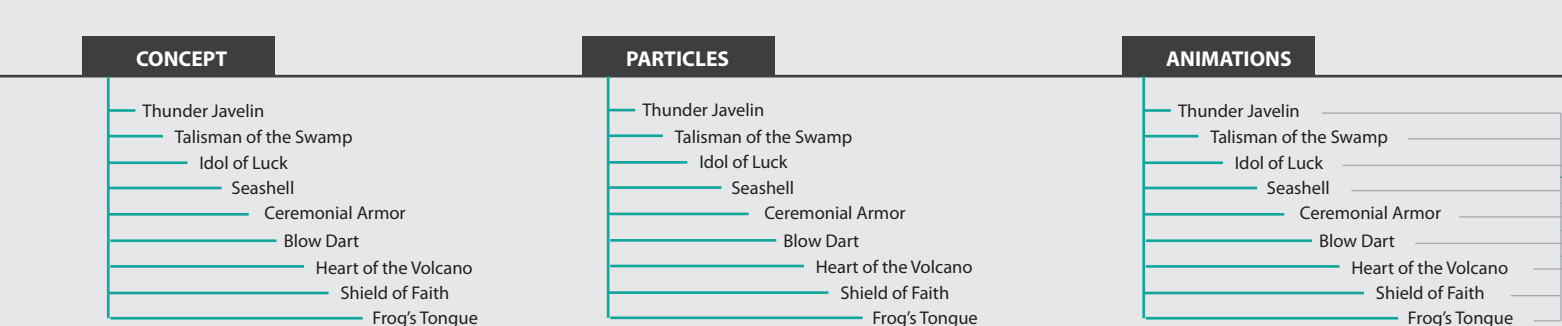
ENVIRONMENT

// ANDREA & MILTON & STEVE



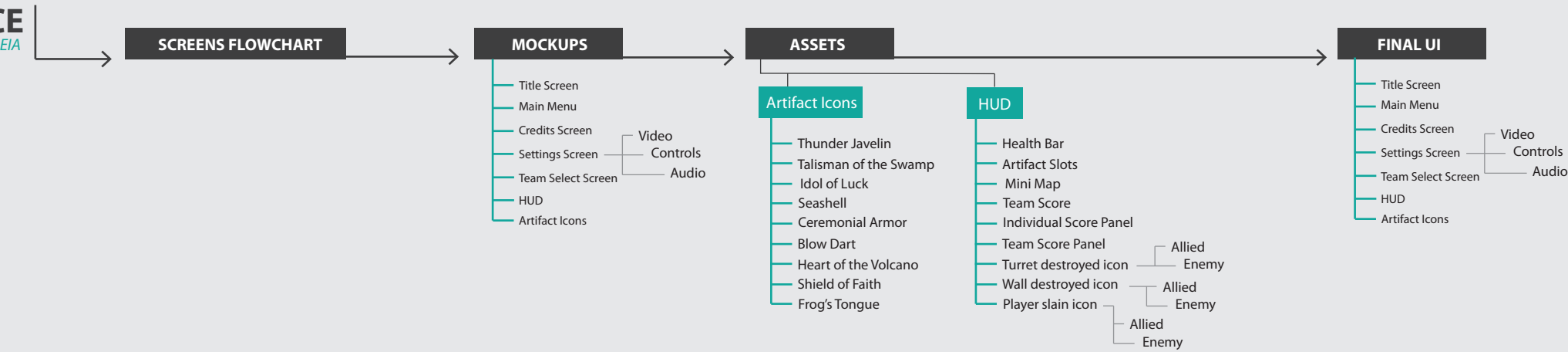
ARTIFACTS

// ANDREA & STEVE



USER INTERFACE

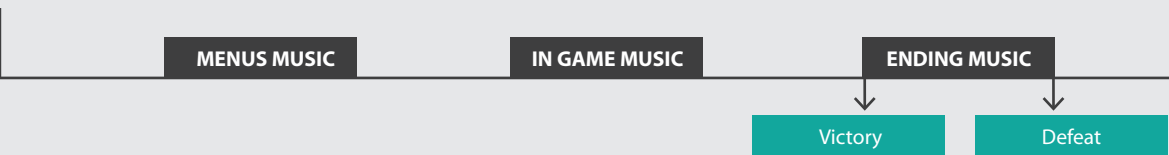
// ANDREA



AUDIO

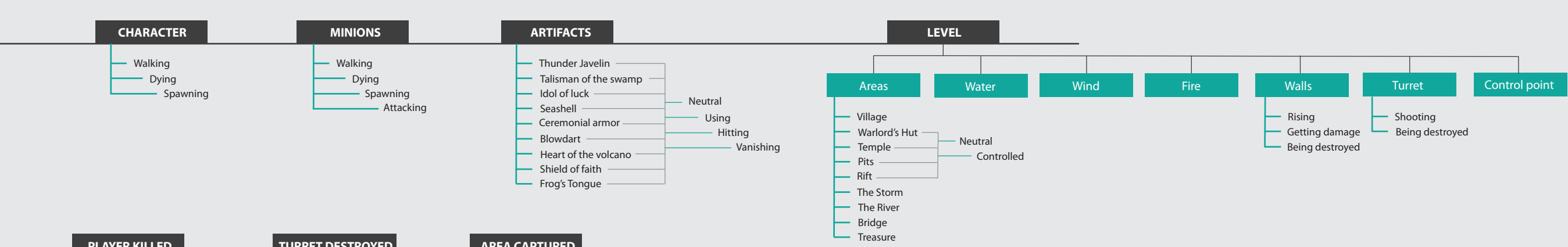
MUSIC LOOPS

// BEN & OUTSOURCE



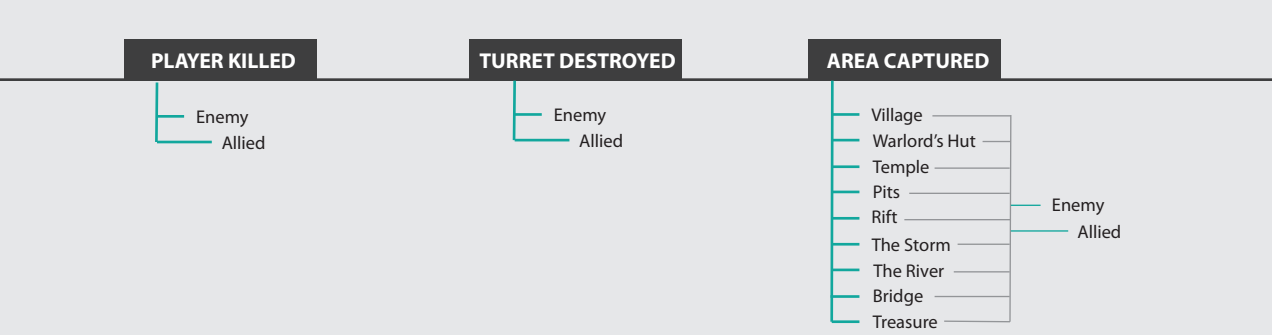
SOUND FX

// BEN & OUTSOURCE



NARRATOR

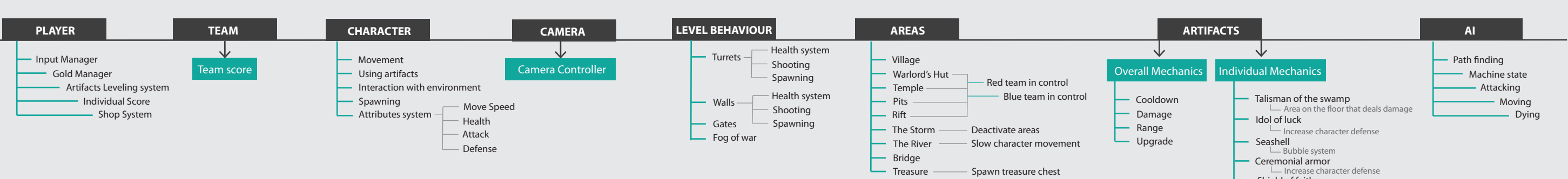
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CODE

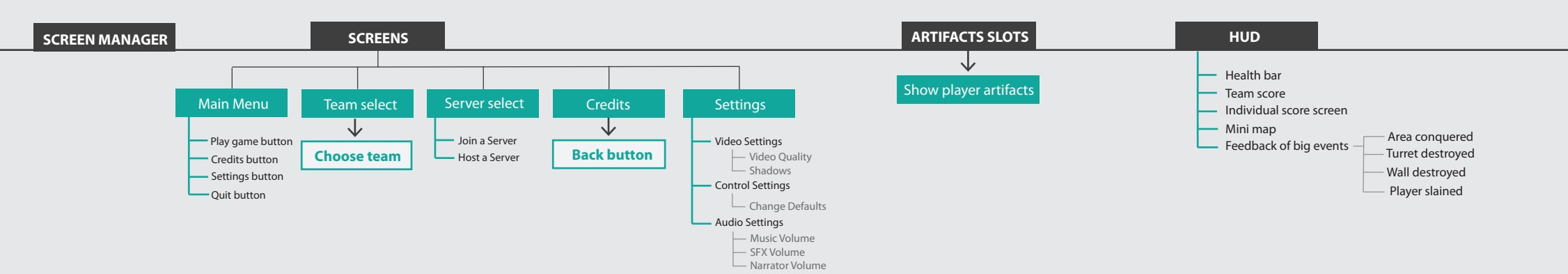
GAMEPLAY

// ALAN



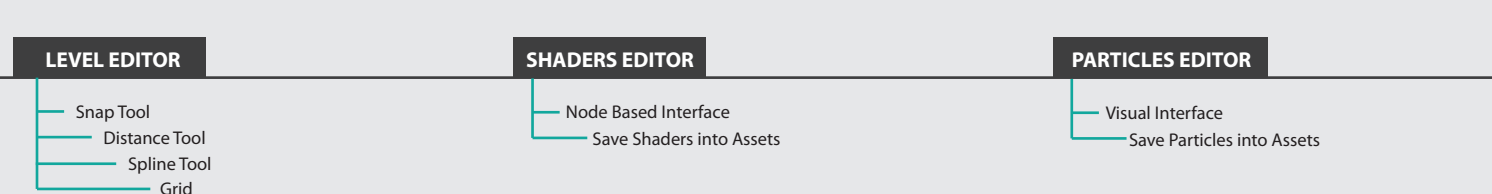
INTERFACE

// ANDREA



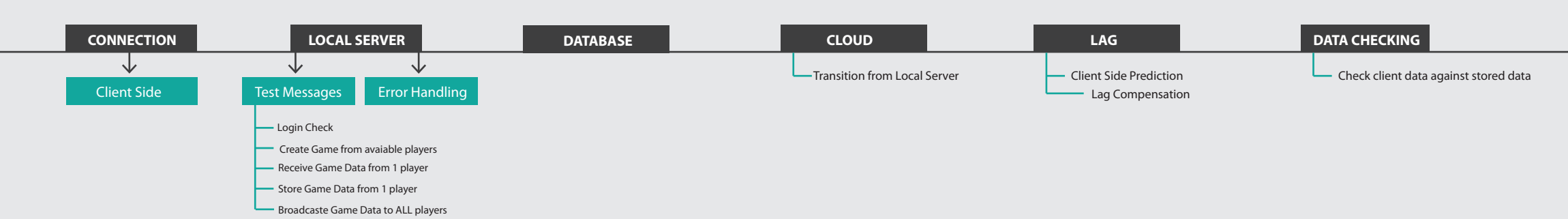
TOOLS

// STEVE



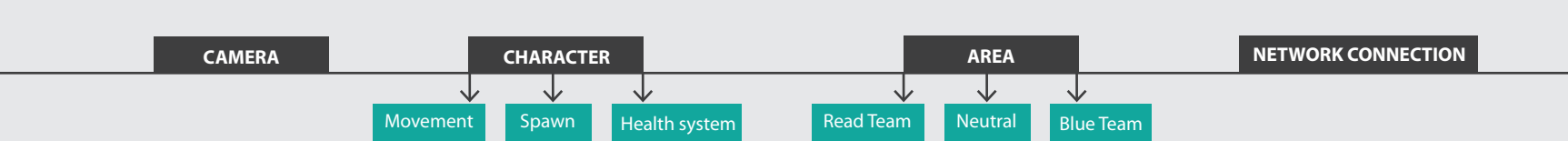
NETWORK

// MEABH



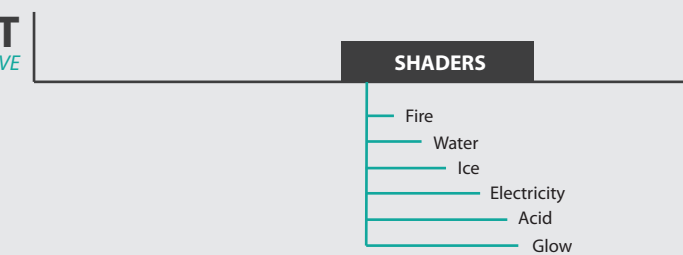
PROTOTYPE

// ALAN & STEVE



TECHNICAL ART

// STEVE



AUDIO

// ALAN



QUALITY ASSURANCE

// TEAM



TEAM RAWR

ALAN PORTO SILVA
// GAMEPLAY PROGRAMMER
// PROJECT MANAGER

ANDREA GONÇALVES
// UI DEVELOPER
// ART DIRECTOR

BENJAMIN SPIALTER
// GAME DESIGNER
// LEVEL DESIGNER

MEABH MCCARTHY
// NETWORK PROGRAMMER

MILTON FERREIRA
// GAME DESIGNER
// 3D ARTIST

STEVE MACIAS
// TOOLS PROGRAMMER
// TECHNICAL ARTIST