

My name is Jan Adell and I was Lead Game Designer in Juicy Code's Square Up project. My workload has been divided in two groups mainly, these being Specific Design work, where the concept for the game was developed and the game balance was made, and General work, consisting of tasks pertaining to other areas, such as programming or art.

Specific work:

- Game Design Document assembly:
 - Game Pillar definition
 - Basic idea analysis
 - Gameplay features
 - Campaign and quest definition
 - Enemy and ally unit and building definition
 - Map rough design and gameplay flow
 - Proofreading and correcting of the Setting and Story documents
 - Proofreading and correcting of any document pertaining to the design specific parts of the project's wiki
- Game Balance:
 - Unit stat balancing
 - Building stat balancing
 - Edge, Gears and Gold currency/resource gain tweaking
 - Economy systems utilization
 - Unit and building price definition and balance

General Work:

- Basic unit behaviour implementation
- Walkability system implementation
- Gears and Gold currencies implementation
- Capsule implementation
- Starting dialogue implementation
- Tutorial implementation and polish
- Scene preparation with all needed elements
- State machine implementation
- Final HUD implementation and polish
- Transition and pop-up notifications implementation (End Screen or tutorial related)
- Win/Lose screen polish
- Feedback elements polish (mainly pop-up buttons and tooltips on buildables)