We chose to use roles for our project, and these are the roles we have assigned:

Aidan: Music Lead  
John: Lead Writer  
Ervine: Lead Network Engineer  
Ned: CEO  
Jordan: Lead Platform Engineer

Aidan’s Role is the Music Lead as Rule of Atonement is an MMORPG that will be run on many different hardware platforms many things about the game will have to be modified so the game runs properly on each. Music though is an aspect of the game that will not have to change to fit the platform. The music will be constant throughout all versions of the game and will engage the players and guide their emotions even if the visual fidelity of the platform they are playing on is subpar. That is why we believe that the music and sound of the game will be extremely important and have assigned a role entirely dedicated to the music and sound of the game.

John’s Role is the Lead Writer of the game. All games must have a story for the players to experience and that experience will also not be greatly affected by the platform that the game is played on. A game’s story is a very important aspect that can make or break a game. The story will immerse the players in the world of Rule of Atonement, give them characters to love/hate and make them feel a part of the world as they influence it with their actions. Having a great story is key to keeping players coming back for more and is why we have assigned a role for this.

Ervine’s role is to be the Lead Network Engineer. For an MMORPG the network connections and server hardware are a vital part of the game. Players must be able to have a stable connection to the game servers so that gameplay or story will not be hampered by lag, disconnections and other such issues that may occur. The servers as well will have to be optimised and stress tested to handle the number of players that could be connected at any one time. Ensuring that the servers stay online and that players will be able to connect, and play is vital to the success of any MMORPG.

Jordan’s role is the Lead Platform Engineer. As Rule of Atonement will be played on many different platforms making sure that the game runs smoothly on all of them will be an enormous task. If any one of these experiences is subpar then we will not be living up to the projects main aim of achieving a seamless gameplay experience when migrating across devices.

Ned’s role is to be the CEO of the company. As the CEO he will oversee the project and manage the day to day operation of the team. He will also be the public face of the project meeting with any potential investors and communicating with the customers. This role is vital to make sure that the team continues to work towards the specified aim and goals of the project and the project keeps to the schedule.