1. Package Designer

1. Number and dimensions of the game pieces  
2. Size of game board

  2. Graphic Designer

1. Size of box (for packaging artwork)  
2. Number and dimensions of game pieces  
3. Size of game board  
4. Package dimensions  
5. Card dimensions and appearance

  3. Logic Designer

1. Flow of the game  
2. Consequences of different actions made by player

  4. Artifact Designer

1. Individual character tokens  
2. Map tiles with various terrain and conditions  
3. Scenario cards with questions and answers  
4. Foldable health cards