

You are allowed to team up with other people from your team for this exercise.

Look at the list below of different disciplines that you may find in a game development team. For each of them, use the *Think Win / Win* framework to describe a scenario where both you and the other person with this discipline can achieve a Win / Win situation.

- Game Programmer
- Lead Programmer
- Game Designer
- Art Director
- 3D Artist
- 2D Concept Artist
- Sound Designer
- QA Tester

Tip: Try to identify what problems this discipline may have in the context of developing a game. How can you as a game programmer help this person solve these problems?

#### Optional Exercise

- Can you think of a situation where you as a Game Programmer would be applying a Win / Lose or a Lose / Win approach to the relationship between you and the other person?