

Each aspect of game development typically requires specialized skills and can indeed be commissioned. Let me break down the key roles and what you'd typically hire them for:

1. Pre-Production Team:

- Game Designer - Creates core mechanics, gameplay systems, and overall vision
- Concept Artists - Establishes visual style and initial artwork
- Technical Director - Determines technical requirements and feasibility
- Producer - Manages scope, timeline, and budget planning

2. Production Team: Art Department:

- Character Artists (2D/3D)
- Environment Artists
- UI/UX Designers
- Animators
- VFX Artists
- Art Director to oversee consistency

Audio Department:

- Sound Designer
- Music Composer
- Voice Actor(s)
- Audio Director

Programming Team:

- Game Engine Programmers
- Gameplay Programmers
- UI Programmers

- Network Programmers (if multiplayer)
- Tools Programmers

Content Creation:

- Level Designers
- Narrative Writers/Script Writers
- Quest Designers (if applicable)

3. Post-Production Team:

- QA Testers
- Marketing Team
- Community Managers
- Technical Support

For budgeting purposes, you should consider:

- Whether to hire full-time vs freelance
- Geographic location (affects rates)
- Experience level needed
- Project duration
- Scope of work