

Lecture7 The Team's the Thing

1. The Game Development Team (Except Programmer)

Creative Director (CD)

This person oversees the creative efforts of everyone on the team. They are ultimately responsible for every design decision made during the project's development.

Producer

This person is in charge of scheduling, personnel issues, and interactions with company management.

Game Designer

These are the people who work out the game's systems, mechanics, and the challenges that players will face.

Narrative Designer

Perform the writing tasks required for the project. This includes non-player character (NPC) dialogue, equipment descriptions, and text that appear in-game.

Level Designer (LD)

Build the game's environments. These developers need both artistic and architectural skills to succeed at their job.

Scripter

Adding the gameplay to the area an LD has created. They use the game editor to add in NPCs for the player to interact with, giving these characters movement and actions, dialogue to speak to each other or the player character (PC), and reactions to the PC's presence in the game world.

Sound designer

Determine the aural landscape of the game, creating and implementing sound effects, ambient sounds, and music

Composer

These developers create the musical score, which heightens the story's emotional impact.

Artists

Artists are responsible for the visual quality of the game

Concept artist

Create two-dimensional images of characters, items, and settings to provide a starting point for development

Character artist

Work from concept art to create 2D sprites or 3D models (depending on the sort of game you're creating) of people, animals, and monsters that animators will bring to life by giving movement, facial expression, and gestures.

Vehicle and equipment artist

Create the sprites or 3D models of objects the PC can interact with in the game.

Environment artist

Design objects that LDs use to bring the game world to life

User interface (UI) artist

Make the game's UI as appealing and intuitive as possible

Tech artist

Occupying a space in between artists and programmers. Tech artists help develop the tools artists need to undertake their tasks on a project, supplementing the game dev environment with add-ons to ease workflow and pipelines. These artists are more technically minded than most and form a necessary link between coders and artists.

Animation

Rigger

work on a model once the character artists are done with it. Riggers essentially put bones and joints inside a character model to enable parts to bend and move

Animator

Work on the bone structure the riggers placed inside a model, determining the directions of movement, how far each bone moves, and synchronizing those movements among all the bones in a model.

Quality Assurance (QA)

The developers who find all the holes and bugs in a game

2. What this means for Instructors and Students

Look to build team projects into game design classes as much as possible. Such experiences are more valuable than grades in determining someone's aptitude for the kinds of creativity and interactions the game industry wants to see.