

Ori to Help/Kill You

Naomi Gaye: Chara artist (Main character), UI, Game Designer, Dev et intégration du menu

Raphaël Bauvin: Dev, Game Designer, Level Designer

Léa Lenain: Environment Artist, Chara Artist (pour les PNJ), Tech Artist, UI, Game Designer

Thibaut Chergui: FX artist, Post Process, Game Designer

Clément Rigolli: Game Design, Sound design

Jean - Michel: Pas là ͡_ (ツ) _/͡