**Game Studio Project – Team composition**

* Each team will need to submit a document of this type by Friday 14th Feb 2020.
* One copy per team to be sent by email to: [jcobb@bournemouth.ac.uk](mailto:jcobb@bournemouth.ac.uk)
* *Students not allocated to a team by the deadline will be assigned by the unit leader.*

**Name of Team: D.U.C.K.S.**

**// Dynamic Undergraduates Creating Killer Software**

**Working title of game/genre: Sword & Board (Action Platformer)**

**Proposed game engine: Unreal**

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| **#** | **Team members name** | **Degree (GD/GSE)** | **Role in team\*** |
| 1 | Connor Morrell-Cross | GD | Gameplay Designer |
| 2 | Charlie Lloyd-Buckingham | GSE | General Programmer |
| 3 | Sam Neville | GSE | Project Leader, General Programmer |
| 4 | Paul Brown | GD | Visual Designer |
| 5 | Daniel Udal | GSE | Specialist Programmer |

\*If known please include the proposed role of team members e.g. project leader; technical lead; creative lead etc.

**Any comments / questions:**