Hi

I am the Artist.

The artist’s job is to create all the visuals for the game. The art is what makes a game immersive, that gives it something memorable, that makes it come to live. They draw and animate the characters, objects and landscapes. It is also their job to create the artwork for promotional items and help out the designer during the prototyping phase by visualising the prototypes.

Hello!

I am the Designer.

The designer’s job is to imagine the game and to imagine the ideas for the game this includes the plot, characters gameplay and many more. During the preproduction phase the designers will come up with a design document that will be the guide for all the other departments on what the game has to look like. No matter the size of the project the designer is crucial to every project because without a vision nothing can be produced.

Hello!

I am the Producer.

The producer is an occupation that is a bit more unique to the video game industry. The producer’s job is to manage the team that works on the project this includes the artists, programmers, designers and everybody else that is working on the game. Their task is to make the production as smooth and efficient as possible. This includes communicating between the different departments, making schedules and making sure that the project is on time, not over budget, this might include red lining certain features, and that it finally ships. This is a role that one will find in a bit larger indie games as well, as soon as there are more people involved one will take charge.

Welcome!

I am the Programmer.

The programmers code everything that makes up the game. They make it possible that the ideas the designers envisioned come to life, they make it possible that the artists art appears in the game and they are the reasons the sound effects and music of the sound team can be heard while playing the game. But they are not just the glue of the whole process the contrary is the case every programmer has always direct influence over how exactly something is implemented.