**Skills and Jobs**

**Games designer**

Games designers are the visionaries of the project, providing the overall direction of the game. They will plan and conceptualize different elements of the game like story arc, characters or gameplay.

Skills needed for this project:

* Communication skills: designers must be able to convey their ideas effectively.
* Teamwork/collaboration: the designer will be interacting with peers often to keep them in line with the project’s scope.
* Planning: designers need to begin making designs for our game before the other job positions begin work, so are required to be effective planners

Qualifications needed for this project:

* They must have experience working in a game studio so they have a clearer grasp of others abilities which helps them direct others easily.
* A ‘Bachelor of Design (games)’ degree or something similar would be beneficial.
* They should have a strong understanding of game features involved in this game genre (open world RPG)

**Games developer**

Games developers code the software for the video games. They will be working with the games designer to implement their ideas and other features into the game using a programming language.

Skills needed for this project:

* Ability to use C#  and the Unity engine as it is used to make this game
* Problem solving: to efficiently figure out how to implement ideas into code
* Troubleshooting: developers need to work around technical issues when debugging

Qualifications needed for this project:

* Must have a portfolio of game projects they've worked on.
* A ‘Bachelor of IT’ or a Game Development degree would be beneficial
* At least a year of experience with any programming language

**Games Writer**

The writer fleshes out the designers concepts  by writing storyline premises, ‘side quests’, character dialogue and more to create a more immersive gaming world.

Skills needed for this project:

* Creativity: As we’re creating a fantasy world, a creative writer would be useful to make the game more unique from competitors.
* Writing: a lot of writing is involved.
* Planning: The storyline is very dynamic and will branch off into many direction depending on the players actions, the writer will need to plan for these possibilities.

Qualifications needed for this project:

* A ‘Bachelor of creative writing’ degree or something similar would be beneficial
* Should have a portfolio of writing pieces.
* Have a passion for creative writing.

**Games Animator/Artist**

The animator/artist will be designing all ‘assets’ that are used in the game as well as user interfaces and other art related to the game for use in loading screens, main menu etc. They will also have to animate a number of things like character movement and player actions.

Skills needed for this project:

* Detail-oriented: to give a professional style to our game, this skill would be useful in creating high quality art.
* Creativity: useful for creating assets and art for a fantasy game.
* Ability to use blender, Photoshop or similar software.

Qualifications needed for this project:

* Should have a portfolio of animations and artwork done
* A degree in animation or another relevant degree is beneficial
* Experience with animating and drawing