**Skills and Jobs**

If we have to deliver our project outcomes for another team to develop, the 4 jobs needed that can take our project to the next phase are: Programmer, Audio professional, graphic designer and a game producer.

* A programmer is a must-have for every game project because without a programmer, who is going to code the game. Proficiency in programming languages is definitely required.
* Audio professional is needed in order to make soundtracks and sound effect for the game, these two play an extremely important role in a game because good sounding help can take gaming experience to the next level.
* Graphic designer is as important as audio professional. Game’s graphics is usually the first thing that impress players, the more beautiful the better. Graphics will be one of the main factors that distinguish our game (food invader) with other games in this classic genre.
* Game producer is the one who oversees the development and funding of the project, which including negotiating contracts, maintaining schedules and budgets, pushing the team to meet milestones, arranging groups for testing, and keeping the team motivated. For this position, leadership and excellent management techniques are required.

Good ability to work as a team is required for all of the 4 positions mentioned above.