**Artist**

As an artist, the main tasks are to bring forward assets that will be shown on screen of the game. This includes the main character, enemies, pickups and animations. The main character must be in high quality, as all high-fidelity designs are to be used in the game, because of the 2D element. Also, creating the diary for both dialogue and objectives management for the player. Likewise, with ensuring the items to be collected are differentiated effectively by colour, shape and size. This is a much-needed artistic element to ensure the player has a better experience when playing the game.