outcomes. What position descriptions would now be appropriate? Write position descriptions for the people you would

employ to take your project to the next phase. You need to consider appropriate skills. This may include specific

technical expertise, teamwork experience, leadership and management skills, and innovative thinking.

Firstly, we would be thrilled to hear that there is such interest in our project ideas. And that they are willing to fund for it themselves.

With 6 months of further development comes the need for a Development team, which for this project should consist of a Team Leader with testing experience, Designer, Visual Artist, Programmer and a sound engineer.

**Project Roles:**

**The Designer:**

The Games Designer is required for our team as he/she will be the one to create the gameplay, rule, and structure of the game, As The Designer you will be in charge of planning and creating the User Interface, documentation, narration, content even the video game packaging art. The designer is responsible to create the game character, their graphics, their roles, their voice, there visual and all graphics related work.

Along with being able to complete the tasks listed above the designer we are looking for should have previous experience in game designing with a pre prepared portfolio of their work for us to inspect and see. The designer should also be good with teamwork as he/she will be working alongside 5 other teammates and will be interacting with them very frequently. Other key skills such as Creativity, knowledge of computer systems and languages, communication, collaboration, and project management skills are also required to apply for this job position.

Game designers usually have a manager like role on a video game project, they help to manage budgets, put together schedules and project timelines, as are clear writing and communication skills and enthusiasm and knowledge about the video game industry and maybe even some experience in gaming themselves.

*Extra Points:*

* Be an expert in Photoshop
* 2+ years of experience creating high-quality 2D art, concepts, and designs for games
* Previous experience with 3D applications like Blender, Maya, Zbrush, Sketch-up, etc.,
* Must be comfortable with learning new tools, including some of the game tools.
* Must have a portfolio of work for consideration.
* Possesses the ability to take direction and feedback from the team as well as contributing your own ideas,

**The Visual Artist:**

The Visual Artist is also a vital position required to be occupied in order to successfully complete our project, The Visual artist’s job is to create the game art, take ideas from the designer and bring them to life. This includes creating the maps, different viewpoints. This role is mostly focused on graphic designing in 4D as we plan to create a VR virtual world in our game “The End”.

To be considered for this role you must be willing to create sketches, to creating environmental designs, character designs, prop designs, storyboards, 3D graphic art, etc.

Researching and creating concepts that would fit into all stages of production that includes loose sketches, blue-sky paintings, pre-visualization, production paintings, renders, paint-overs, mark-up and marketing assets.

Work closely with the team to ensure the concepts are providing effective visual solutions that balance art direction and game design needs.

Seeking out additional knowledge by interacting with the 5 other project members, as well as learning and playing the game when needed, etc., so that concept designs are well-researched and are well-informed.

*Extra Points:*

* Be an expert in Photoshop
* 2+ years of experience creating high-quality 2D art, concepts, and designs for games
* Previous experience with 3D applications like Blender, Maya, Zbrush, Sketch-up, etc.,
* Must be comfortable with learning new tools, including some of the game tools.
* Must have a portfolio of work for consideration.
* Possesses the ability to take direction and feedback from the team as well as contributing your own ideas,

**The Programmer:**

Behind every great Development Team lies a great programmer and that’s why we need one in our group. The programmer’s job is to work on coding the game in its entirety, creating code, editing code, incorporating the artworks provided by the Visual Artist and Game Designer into the game code, enabling online access as “The End” will be massively multiplayer and also creating game menus.

To be considered in this role you must have 3+ years of programming experience in similar projects and a portfolio to display your work.

The Programmer must also look at the design specifications of the video game, they must write code capable of turning the designer’s concepts into a playable game, Use application program interfaces (APIs), program the game’s terrain and also program the in game Ai.

Seeking out additional knowledge by interacting with the 5 other project members, as well as learning and playing the game when needed.

*Extra Points:*

* A Creative Mind.
* A Great interest in video games, (must have played video games to understand mechanics)
* Knowledge of current gaming trends.
* Ability to work as a team and have good communication skills.
* Competence in programming languages, such as C# and C++

**Sound Engineer:**

Every great game needs even greater audio and so this group requires a sound engineer to be responsible for the sound effects and sound programming. The Sound Engineer’s job is to know technical audio and create sound effects, dialogue and ambient background noise. Basically, every sound required in the game. You are responsible for everything from planning, recording, mixing mastering and placing the sound in a game.

As a sound engineer you will bring the game to life and Sound designers also have the task of testing the game during the late stages of development to catch any audio bugs or mistakes. Video game sound designers also often collaborate with composers to help create and edit music for the game. Since many composers are outsourced and sound acting can also be outsourced. It’s the sound designer’s responsibility to make sure they understand the vision of the game and what direction the music and dialogue should go.

The goal of the sound designer is to work together with the design and programming members to create rich audio that fits the virtual experience being developed. The goal of the sound designer is to work together with the design and animation team to create audio that fits the virtual experience being developed in our game “The END”.

Extra Points:

* Experience with and a deep understanding of Unreal Engine 3 and Unreal Engine 4.
* Experience with C, C++, and UnrealScript a plus.
* Experience with visual scripting languages such as Blueprint, Kismet, Max/MSP, etc. a plus.
* Ability to work well with all team members.
* A creative mind.
* Portfolio displaying previous work.
* 2+ years of sound designing experience.
* Prior experience with similar projects.

**Tester/ Team Leader:**

The Game tester is the person who will be testing all the game and graphics. He/she will be the one assuring the quality of the game and identify any bugs that may be present before the game makes its way to the end user. Finding and identifying the issue and should have a very good understanding of games and their mechanics and concept. In this role you will find the glitches or bugs in our game and report them to the team so that they can take the steps necessary to fix the issue before finalising the game. This role also comes with a Leadership addition, we are searching for a Tester but also a leader to direct our group towards their goals, to help motivate them and keep them on track.

Being the leader you also need some education in related fields like game design, computer programming, graphic design so you can understand the roles your team members play and you can have a better understanding in what steps you need to ensure that they take to reach success.

Extra Points:

* Keen ability to drive quality improvement.
* Experience working in Agile Teams.
* Experience with automated testing techniques and tools.
* Ability to create Test Plans and Test Cases.
* Ability to follow Testing standards and processes.
* Good leadership skills.
* Communication skills.
* Good motivational tips.
* Leadership experience
* 2+ years testing experience.