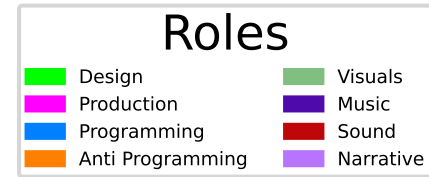


spacechem: Who worked with who?

Prior shared game dev experience network of members
(colored by their role in dev team)



Sound

Programming

Design

Visuals

Narrative

Anti Programming