**Roles**

* + **Director**
    - Leader of the team. Has final say on the game.
    - Appoints department leads based on experience and skill.
    - Assigns tasks to Leads, speaks to Management (teachers).
    - Vets contributions from all departments.
  + **Producer**
    - Manages files and team resources.
    - Creates schedules.
    - Tracks milestone completion.
    - Should know what everyone is working on and when it will be finished.
    - Reports project status to management.
  + **Art Lead**
    - Directly or indirectly oversees art implementation.
    - Manages style guide and visual coherence.
    - Adjusts and tests art assets.
    - Final approval on visual elements.
  + **Design Lead**
    - Balances user experience.
    - Adjusts gameplay including level design, component properties, game feel.
    - Responsible for making the game fun and interesting.
    - Builds scenes for gameplay.
  + **Sound Lead**
    - Develops audio content for game including music/SFX/voice recordings.
    - Maintains accurate audio documentation.
    - Directly or indirectly oversees audio implementation.
    - Tests audio content in-game to ensure quality.
    - Final approval on audio.
  + **Tech Lead**
    - Creates the Unity project/scenes.
    - Sets up file management (with producer) and technical requirements.
    - Determines naming conventions.
    - Facilitates proper use of version control.
    - Responsible for code and scripts.
    - Addresses and delegates technical tasks.
    - Makes sure the game functions correctly.