**GAM 200A/200B & PRJ202: Project II — Team Structure**

Fall 2019

Students can generally select any team name they wish, so long as it would be appropriate for an E-10 rated game. However, the official name of the team for competitions and/or press interactions must be DigiPen’s ***teamname*** (or similar wording). For example, the official name of “Team Nitronic” would be “DigiPen’s Team Nitronic”. Note that team logos (even ones that include the team name), do not have to include “DigiPen” as part of them.

**Complete this form and submit it on moodle by the beginning of week two (Monday 09th of September 2019), with the subject: [GAM 200/205 & PRJ202] *Team Name.***

***Submit it, only, by one member of the team (producer)***

**Team Name:** \_\_\_\_\_\_\_\_\_\_\_\_Firework Games\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **Game Name:** \_\_\_\_\_\_To be Confirmed\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| --- | --- | --- | --- | --- |
|  | **Member Name** | **Major** | **E-mail Address** | **Role/Champion** |
| **1** | Wang Yidi | BSGD | w.yidi@digipen.edu | Producer/ Physic Champion |
| **2** | Tan Yong Wee | RTIS | yongwee.tan@digipen.edu | Tech Lead/ Architecture Champion |
| **3** | Ong Yong Zheng | BAGD | yongzheng.o@digipen.edu | Design Lead/Mechanic Champion |
| **4** | Tan Xing Hao | BFA | xinghao.tan@digipen.edu | Art Lead/Concept Champion |
| **5** | Leong Jun Ming | BSGD | l.junming@digipen.edu | Programmer/ IO Champion |
| **6** | Calvin Boey Siu Hoe | BSGD | s.boey@digipen.edu | Programmer/ Graphic Champion |
| **7** | Leok Boon Siang | BAGD | b.leok@digipen.edu | Designer/ UI & Story Champion |
| **8** |  |  |  |  |
| **9** |  |  |  |  |
| **10** |  |  |  |  |