Corey Brown

Trevor Cantrell

Harjinder Gill

Austin Lingenfelter

Dennis Mesina

The different areas of our development will have a team leader, but the team roles should remain flexible as needed. This will also allow everyone the opportunity to be able to work on any aspect of the game development process they choose, while also ensuring everything gets done by having each team leader responsible for their part. The overall management will be a separate area where team leaders will need to check in to ensure we are on track. Here are the development areas and our current team leaders:

Game Design - Mesina

* Game Concept - ALL
* Core Mechanics - Mesina, Lingenfelter
* Interaction - Brown, Cantrell
* Level Design - Gill, Brown

Project Documentation - Gill

* writing of the High Concept Document - Brown
* writing of the Game Treatment Document - Lingenfelter
* writing of the Design Document and Progress Report - Mesina
* writing of the Final Project Document - Cantrell

Testing - Cantrell

* test each level systematically
* report bugs to coders

Management - Lingenfelter

* keep track and backup code base
* make sure people are getting things done

Asset Creation - Brown

* 2D Assets (characters, buildings, items, equipment, visual effects) - ALL
* Music/Sounds - Cantrell

Programming - Cantrell

* Gui Programming - Gill
* Gameplay - Brown
* Asset AI - Lingenfelter
* Character AI - Mesina