*[It is sometimes useful to define roles for particular participants, such as Lead Developer, or Technical Designer, or User Interface Designer. It is also possible that roles are changed from week to week, depending on what needs to be done next. Have you defined any specific roles for your project? If so, describe and justify these. If not, describe your process and justify why there are no specific roles.]*

*[ - Define roles for the projects (one paragraph - no minimum length)]*

Firstly, we want to acknowledge for a project this size there are many more roles and skills required then what the team currently has capacity for, and we are all planning on wearing many hats throughout the project as we work on the different areas of the game. That being said, everyone has areas of preference and skill that gives them a leaning towards a particular role. We have allocated some specific roles in the group based on individual skills sets.

Michael Seymour – Lead Designer. The concept and story of this project are from Michael’s original idea from Assignment 1, making him Lead Designer on the project.

Lee van den Blink - Project Coordinator – Lee is skilled in project management, minute taking and keeping track of the tasks required and allocations.

Cory Atkins – Programmer/Design – Cory has experience in programming and game design and mechanics, so queries around this part of the project are well suited to him.

Nick Young – Level and Art Design - Nick has some background in level and art design around game projects and this is also an area he is wanting to develop further for his ideal job.

Nathan – Research and Development. This role was suited to Nathan as he’s efficient at sourcing whatever unknown information is needed and quickly getting up to speed.

Harrison -

Other key roles that would be required for the completion of the project would include Art Director, Quality Assurance, environment artist and sound engineer/composer.