# Skills and Jobs

For this project to undergo meaningful progress it is crucial that those employed are highly skilled at their role and possess excellent communication qualities. The four individuals employed to work on this project will be required to be in constant communication with each other in order to maintain a consistent idea of what the project is, what they need to do and how they need to go about achieving their tasks. They will be responsible for developing an early prototype of the project which will represent what the ultimate outcome is aiming to achieve. This prototype will need to be playable and it – as well as the development behind it, should be comprehensible to any future hires so they can clearly understand what the project is, the development process and the desired outcome of the project.

The four crucial roles that will be relevant to developing this prototype will be:

* **Game Designer**
  + The Game Designer will be responsible for creating and developing the core mechanics of the project, defining the gameplay for the purpose of creating a fun, immersive and engrossing experience for the player. They will work closely with other departments and should be able to communicate and discuss ideas effectively while ensuring that a shared vision is maintained across the development team. The Game Designer’s initial responsibilities will be writing a Game Design Document which will house *all* relevant information about the game which can be referenced by all members of the project. The Game Designer should also be experienced at using Unreal Engine 4, as they will need to be able to develop the prototype in-engine during the later stages of its development.
* **Writer**
  + The Writer will be responsible for constructing the story, scenarios, quests and dialogue that closely reflect the events of the Batavia Mutiny while introducing elements that will allow for an engrossing player experience during gameplay – as one of those who remained in the Abrolhos. The writer will be required to become familiar with the events of the Batavia Mutiny - and the historical period it occurred, so they will be able to create realistic scenarios while maintaining historical accuracy when it is relevant. The writer would be required to communicate closely with the Game Designer during the writing process and be able to take feedback and use it to alter their work if necessary. They should be experienced at using word processors such as Microsoft Word.
* **Programmer**
  + The Programmer will be responsible for implementing the gameplay systems and mechanics into the prototype. They will work closely with the Game Designer, discussing and creating decided upon features necessary for the prototype to fulfill its purpose and allowing the player to interact and perform actions in the game world in a seamless manner that does not hinder gameplay or the user experience. While the systems the programmer designs for the prototype do not have to be of shippable quality, they should perform their function and the code should be clearly documented and expandable for further development. The programmer must be experienced in the C++ scripting language for game design purposes and Unreal Engine 4.
* **3D Artist**
  + The 3D Artist will be responsible for creating 3D assets of both placeholder and final pass quality. These assets will be used in the prototype version of the project to populate the island with static and dynamic props such as foliage and man-made equipment. They will also be required to design placeholder human character models that can be used as stand ins for the prototype until the art team is expanded. The artist will be required to study the time period and the location in which the game takes place so they can accurately recreate the equipment the sailors may have used and the environmental aspects of the island (foliage, rocks, coral, etc.). Due to the scale of the task, it will be acceptable for the artist to create assets of placeholder quality, though these assets must be legible to those playing and the artist must be able to create high quality assets if required. The artist must be experienced in an industry standard 3D modelling program such as Blender, Autodesk 3DS Max or Autodesk Maya. Experience in art tools such as Substance Designer and Substance Painter is a plus.

It is essential to note that these four roles are the minimum requirement to develop a small prototype of what will be the final project. The team will need to be expanded in future to accommodate for a multitude of required roles such as sound designers, voice actors, an art team for both 2D and 3D assets with various specialties (Concept art, Characters/Weapons/Environment, animation), an expanded game design team, programmers specializing in gameplay, systems and engine and more.