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| Artist | Be able to create sprites/assets for the game | The game can appear visually appealing | Assets exist in the game, are consistent with style, and are clear on what they actually are | H |
| Developer | Be able to update and tweak the balance of the game | I can add new content and keep the experience fresh | Have a way to update the game after release | H |
| Developer | Be able to easily update the project manager on my work | The project manager can keep myself and others on track | There is an easy format / forum for updates on ongoing work/progress | H |
| Game Designer | Be able to help design the game story | People can enjoy the stories I want to tell | Make sure the stories are creating lessons for others | M |
| Player | The ability to choose between multiple classes | I have the option to use different playstyles | Multiple Classes are available | L |
| Player | The ability to take on quests and tasks | I have some guidance on how to progress through the game | Quests are a functional feature that can be claimed, completed, and turned in for a reward | M |
| Player | Be able to move and interact with the world | I can fully explore the world and the story of the game | Movement/interaction is fully implemented and works without much difficulty | H |
| Project Manager | Be able to track projects progress | I can make tasks are meeting deadlines in a beneficial manner | Track each member of the team to make sure they are meeting deadlines correctly | H |
| Social Media Manager | Promote products that would show recognition to projects that need it | I can give exposure to the people who put time and effort into their products | Post media on social media plateforms like Facebook, Twitter, and Instagram every other day | M |