**Director-Percy**

* Takes to communication well, good at asking questions
* Good at keeping group on task and focused
  + Good at staying on task himself
* Keeps in mind what we have to get done

**Producer – Alex**

* Good at managing resources, schedule, and files
* Good at keeping a grounded mindset on what can actually get done
* Can remind where corners are needed to be cut

**Art Lead – Alex**

* Very detail oriented visually
* Will keep in mind all the pieces of the game and their placement

**Design Lead – Percy**

* Will be good at comparing playability of game, and wants game to be interesting

**Sound Lead – Auden**

* Has most experience in sound, and will choose correct sounds for correct places
* Most knowledge on the topic, and most willingness to complete this task

**Tech Lead – Harry**

* Most experience with tech and code, and our best choice for this for our project
* Also most willingness to complete this part of the project