

# Team and Roles

## **Project Manager — Julia**

- organizes meetings
- manages Trello
- makes final decisions on tasks
- ensures the workflow

## **Lead Designer — Alexei**

- controls the game design
- responsible for mechanics

## **Programmer — Alexei**

- player logic
- enemies
- UI
- level events

## **Artist — Alexei**

- characters
- enemies
- UI
- environment assets

## **Tester — Julia**

- testing gameplay
- bug reporting
- final quality checks