

Team and Roles

Project Manager — Julia

- organizes meetings
 - manages Trello
 - makes final decisions on tasks
 - ensures the workflow
 - communicates progress inside the team
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Lead Designer — Alexei

- controls the overall game design
 - responsible for gameplay mechanics
 - defines obstacle behavior and difficulty progression
 - ensures consistency of the visual and design style
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Programmer — Alexei

- player movement logic
 - obstacles (spikes and saws)
 - game state control
 - UI behavior
 - event logic and gameplay flow
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Artist — Alexei

- character sprite
 - obstacle sprites
 - UI elements
 - environment and background assets
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Tester — Julia

- gameplay testing
- bug reporting
- checking obstacle interactions
- final quality verification
- ensuring stable builds

Sound & Music — Julia

- selected and implemented background music
- selected collision sound effect
- tested audio levels and balance
- ensured correct playback through AudioManager