

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