| | David | Jesse | Dmitry | Wouter | Floris | CHOICE |
|---|---|---|---|---|---|---|
| Game Designer | X | | | | X | Floris |
| Level Editor | | x | X | | | Dmitry |
| Lead Artist | X | | | | | David |
| Technical Artist | X | x | | | | Jesse |
| Artist | X | | | (X) | | Wouter |
| Animator | | x | | (X) | | Jesse |
| Audio Engineer | | | | X | | Wouter |
| Lead Programmer | | x | | | X | Jesse |
| Programmer | X | x | X | X | X | Iedereen |
| Project Manager / Producer | X | | | X | | Wouter |
| Assistant Producer | | | X | X | X | Floris |
| External Producer | | | | X | | Wouter |
| Creative Director | | | | X | X | Floris |
| Lead Testing | | | X | | | Dmitry |
| QA Tester | | | (X) | | | Dmitry |
| Product (Brand) Manager | X | | | | | David |
| Communication | X | | | | | David |
| | | | | | | |
| Prefered = X | | | | | | |
| Meh = (X) | | | | | | |