Simmer Positions

Updated as of January 28th, 2022

**Lead Design**

Ian Richardson

**Production**

Constantine Kolokousis

**Programming and Design**

Joe Carter: TheUnaverageJoe(Github)

Moises Perez: [perezmoises132@gmail.com](mailto:perezmoises132@gmail.com) (github)

Evan Li: evanli1one

Yuhong Li: [yli530@ucsc.edu](mailto:yli530@ucsc.edu)

**Sound Design**

Charles Cenizal

**Art and Design**

Emily Ye

Jesus Picos

Israel Renteria

**UI/UX**

Fernanda Becerra - [mfbecerr@ucsc.edu](mailto:mfbecerr@ucsc.edu)

Rayna Li

Ian

* Design document
* Production plan
* Team building and management
* Provide direction and support in every facet of the project
  + UI/UX choices
  + Art style confirmation
  + Level structure
  + HUB structure
  + System design
  + Progression
  + Narrative

Gus

* Production plan building
* Production plan maintenance
* Aid in design decision making

Joe and Moises:

* System design for:
  + Recipes
  + Skills
  + Time and Money
  + Ingredient Quality
* Implementation of skill progression and recipe scale
* Aid with narrative progression

Evan and Yuhong

* World structure
* Intractability and collisions
* Character control
* Simple NPC movement
* Aid narrative implementation

Emily and Jesus

* Concept art creation and art direction lead
* Character and NPC design
* Environment art
* Icon and art asset creation

Rayna

* Assist with UI/UX
* Icon and art asset creation
* Assist with animation

Israel

* Narrative and lore writing
* NPC dialogue and tutorial instructions
* Aid with art asset creation
* Assist with animation

Fernanda

* UI/UX mock-up for:
  + Inventory
  + Map
  + Real-time cooking interaction pop-ups
* UI/UX design
* Coordination with other teams for implementation
* Art creation aided be Rayna