

# THE DOORS OF TRITHIUS

## Working at Trithius Games

### Introduction

This document is for Ivan Beloborodov (aka Myrix) to outline the role, expectations, and key considerations for working together at Trithius Games. While this is not a formal contract it serves as an overview to ensure we are aligned on how we would work together if you decide to join the team. A more formal work-for-hire contract will follow if we proceed.

### Small Team, Big Responsibility

As a programmer at Trithius Games, your primary responsibility will be implementing gameplay mechanics, fixing bugs, and optimizing systems to deliver a seamless player experience. You'll work closely with me to ensure our creative vision is realized, while also having the opportunity to contribute your ideas and expertise to shape the game's development.

I want to be upfront about the risks of taking on this position:

- **Its Work:** Games aren't easy, and there's a lot of work to be done. We will be a small team—just you and me for programming—so each of us carries a big share of the responsibility. There won't be crazy hours required, but it will require focus and effort.
- **Getting Along:** We will be working very closely together. I'm not perfect. There will be times when it gets challenging. My work pace can be irregular. I tend to work in bursts and slow down at other times. On big updates I can get overwhelmed. On the whole, I don't think will be a problem, but I wanted to make sure you understand the situation. If you want to know what it's like working with me, I'd recommend asking Drixxel, Fogheart, or Potato as references (or even Juki), since I have worked with them for several years.
- **Funding:** I'm taking a risk hiring for this position. The game is earning right now, probably enough to pay your salary, and I do have funding from investors, but predicting the long-term is always tough. I'm optimistic about where things are headed—we've had an

impressive first three years, strong Steam wishlists, and a solid growth trajectory—but at the same time it's only fair to let you know there's a chance this might not turn into a long-term position.

## Expectations

### **Ownership and Initiative**

In the beginning, you'll primarily be working on direct feature requests from me as we get aligned and establish a workflow. Over time, I want you to feel empowered to take initiative and add value wherever you see it—whether that's fixing a bug, improving a system, or proposing and building new features. The goal is for you to grow into someone who isn't just following instructions but actively shaping and improving the game. That said, if you prefer to have a steady stream of specific tasks to focus on, we can also make that work. Your ability to adapt and contribute in a way that feels right for you will be a huge asset to this project.

### **Hours and Billing**

The role is designed for up to 40 hours of work per week, billed hourly. While I can't commit to more than 40 hours per week, you're free to manage those hours however you'd like—working in bursts, spreading them out, or working fewer hours if needed. An average of at least 30 hours per week is ideal if you don't have planned time off.

### **Flexibility and Time Off**

You have full autonomy over how you structure your work hours. If you prefer working two long days and taking three days off, that's fine as long as you keep me informed and we're hitting our goals.

You don't need approval for routine time off—appointments, personal days, or similar—but please let me know in advance if you'll be unavailable for a full day or longer.

### **Accountability**

- Track your time with basic timesheets (e.g., Task X — 4 hours).
- Check in at least once every few days unless you're taking a planned break.
- If you want to take on a new project or larger task, speak to me first to ensure it fits into the roadmap and doesn't interfere with other planning.
- If you're unsure about priorities or tasks, ask for clarification instead of guessing. It saves time and ensures alignment.