# Role Breakdown

A brief synopsis of each of the different roles with a game development project

**Management and Design Division**

**Software Planer**

* To breakdown the project into a number of manageable tasks
* Give a detailed list of the different skills needed for each task
* Estimate overall project times
* SCRUM: In charge of managing the Product Backlog

**Lead Architect**

* Work with Software Planner to create a list of modules of each task, that include high level diagrams and flowcharts
* All Lower level Diagrams and processes are shown to Lead Architect before adding the complete project, this is to ensure they follow the whole project plans and won’t clash with other parts of the project

**Project Manager**

* Representative of the project to all external sources
* SCRUM: Using the information produced by the Lead Architect and Software Planner, sets sprint time and dates
* SCRUM: Acts as Scrum Master

**Game Designer**

* Produce a Game Design Document for the project
* Works with the Software Planner to manager feasibility of the ideas
* Initially produce the game-treatment document

**Programming Division**

**Lead Programmer**

* Manages and coordinates all programmers
* SCRUM: Acts as Sprint Leader during the Programming Sprints
* Ensure all programing standards are being followed by all other programmers
* Work with the lead programming to ensure deadlines
* Usually Allocated depending on overall programming skill.
* Set department standards

**Programmer**

* Spends most of the time Programming
* Responsible for a certain area of programming, allocated to them by the lead programming
* Responsible for adhering to all programming conventions
* Uphold a record of all changed made to while programming

**Art Division**

**Lead Artist**

* Work with the lead programmer to meet all project deadlines, and discuss any problems that occur
* To manage all other artist and assign jobs depending on skill
* Arrange In-department deadlines to ensure the project keeps moving
* Final Say over all finished artwork used in the game
* Include production of advertisement material (e.g. Logo, Headers, Trailers etc…)
* Set department Standards

**Artist**

* Produce artwork
* Follow the lead of the Lead Artist
* Be able to follow any of the standards put in place by the lead Artist.

**Music and Miscellaneous Division**

**Musician**

* Tend to work separately from the main game, as main game team use dummy sounds, until much later in the development process.
* Set standards of digital music, and work closely with the programming team
* Create a similar theme/style for the game to use

**Sound Effect Technician**

* Create a produce sound effect files
* Keep in line with the theme/style of the game
* Often linked with game designer role

**Assorted Technicians**

* Specialist technician
  + Motion Capture
  + Bespoke Input Device
* Localisation teams

**Support and Quality Assurance Division**

**Quality Assurance Lead**

* Supervise the QA team
* Coordinate Testing
* Compile a Testing plan
* Produce a Testing report to evaluate the project

**Quality Assurance Technician**

* Follow the Testing Plan
* As a team create simulated testing conditions

**Play Tester**

* Play thought the game in a none bias manor
* Report any errors found within the game

**Support Technician**

* To ensure the working environment of all team members