# Legend of Light – Team Credits & Roles Overview

## 🎮 Core Creative Vision

Donna Low – Creator & Visionary Director  
Role: Oversees all emotional, visual, and narrative direction. Leads scripting, family casting, and creative cohesion.

## 🎨 Visual & FX Team

Tozi Agency – FX Artist & Visual Enhancements  
Role: Creates overlays, particle effects, visual polish, and assists in finalizing cinematic environment transitions.  
  
Nala – Environment & Terrain Builder  
Role: Constructs terrain, layout, and environmental structure across zones based on briefs and reference art.

## 🎧 Sound & Lighting Team

Lukas – Sound Design & Lighting Architect  
Role: Builds soundscapes, ambient mood layers, environmental lighting, and integrates audio-based emotion triggers.

## 📝 Narrative & Dialogue

Donna Low – Lead Narrative Designer  
Role: Writes all zone themes, Pixar-style NPC dialogue, symbolic transformation scripts, and emotional pacing.

## 🎙 Family Voice Cast

Hope, Heather, Heidi, Shawna – Young Adult Voices  
Alexis, Alex, Emerson, Skylar, Tripp, Trace – Child & Teen Voices  
Brad, Donna – Adult & Legacy Voices  
Role: Bring warmth, identity, and generational connection to the voice of the game.

## 🛠 Technical & Scripting (TBD)

To be determined – Additional team members may be added for advanced scripting, UI, or animation needs.

This team is held together by clarity, kindness, and purpose. Each member plays a vital role in bringing light into form.