

# TEAM ROLES AND ASSIGNMENTS

## Game team

Graphic designer

Rhys(character design)

Poppy(background and platform)

James(enemy and menu design)

Game coders

Oliver(coding)

Sola(coding)

We separated each key role to designing a game based on one another's strengths, I had been tasked with designing the main character(Maurice) and making stop motion animations for "Maurices" actions. I need to keep in mind to make the character simple and iconic and make the animations very cartoony and comical, I will have to develop at least 3 images for each movement possibly more if the movement is complex.