Roles: Programmer, Animator/Artist, Designer, Sound engineer

In the case where I would need to manage the production of this project, the four core roles that I would need my team members to take on would be the Programmer, the Designer, the Artist and the Sound engineer. Although it is a small team, but each role require different skills varying from technical to creative thinking that are all essential to the successful production of this project.

The designer role requires the largest skillset out of the four as an extensively wide range of design elements is being fit into this one role in the case of this 4-man team. These design elements include scriptwriting, level designing, designing of mechanics and puzzles, choosing of direction in art style, and so on. This role may also demand the designer to have programming knowledge to some extent, and also may need artistic skills in order to convey his/her vision of the game’s design. The designer is also most suited to the responsibility of the testing of the game so that the state of the game can be compared relatively to the designer’s intents. Conclusively, the skillset required for this role includes technical and artistic expertise to an extent, innovative thinking, and strong communication skills.

The programmer role requires mostly technical skills. As the engine currently being used for our project is Unity, expertise in using C# would be essential for making our mobile-platform game functional. Skills needed as a programmer would include critical-thinking, problem solving skills, self-management skills, and strong comprehension skills.

The Animator/Artist, as the name suggests, requires expert skills in visual art. In this project, the artist would be in charge of the visual department of the game. This includes the modelling of objects in-game, drawing of characters and other items, design of user interfaces, drawing of textures, etc. Flexible and creative sense of art and thinking are essential in being successful in this role. Having a portfolio displaying past creations of concept art would be preferred when recruiting.

The sound engineer is a role that demands a technical expert in producing sound. The sound engineer would be responsible for all sounds in the game, including background music, sound effects, implementation of voice acting, and so on. A flexible and creative artistic style is also needed in this area. Having a portfolio showing past creations of music suited to this type of production would be preferred when recruiting.