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Exercise 1: Communication & Role Clarity

Role	Responsibilities
Game Designer	Defines gameplay, rules, and features
Developer	Implements systems and fixes bugs
Artist	Creates visuals and UI
Producer	Plans tasks and manages deadlines
QA Tester	Tests the prototype and reports issues

Communication channels include daily chat updates, weekly meetings, and GitHub documentation.

Exercise 2: Feedback & Iteration

Feedback Framework: Observation $\rightarrow$ Impact $\rightarrow$ Suggestion. Example: The jump feels slow (Observation), which makes movement frustrating (Impact). Increase jump force slightly (Suggestion).

Exercise 3: Stress Management & Conflict Resolution

Stress sources include tight deadlines, unclear responsibilities, and limited feedback. Solutions include task prioritization, clear ownership, and regular reviews. Conflict resolution focuses on task-based disagreements through discussion, alignment with goals, and neutral leadership.