

## 1. Sound Designer

- **Responsibilities:**

- Create sound effects that enhance immersion and gameplay interactions.
  - Develop audio cues tied to the inversion mechanic and environmental changes.
  - Collaborate with the composer to ensure a cohesive auditory experience.
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## 2. Composer

- **Responsibilities:**

- Write a dynamic soundtrack that shifts between minor and major tones during inversion.
  - Develop a soundscape that enhances the game's emotional depth and narrative.
  - Collaborate with the sound designer for cohesive audio design.
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## 3. QA Tester

- **Responsibilities:**

- Playtest the game to identify bugs, glitches, and design inconsistencies.
  - Provide feedback on puzzle difficulty, player guidance, and overall experience.
  - Test game builds on different platforms for compatibility and performance.
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## 4. Project Manager/Producer

- **Responsibilities:**

- Oversee the production schedule and ensure deadlines are met.
- Coordinate between team members to keep the project on track.
- Manage budgets, resources, and external partnerships.

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## 5. Marketing and Community Manager

- **Responsibilities:**

- Develop and execute marketing campaigns on platforms like social media and YouTube.
- Manage community engagement, respond to feedback, and build a loyal player base.
- Coordinate influencer outreach and prepare promotional materials.

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## 6. Business Development/Outreach Specialist

- **Responsibilities:**

- Handle partnerships, including Xbox's Holistic Review application process.
- Secure funding or grants for the project.
- Build connections with local game development communities and conferences.

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## 7. Localization Specialist (*Optional, for global reach*)

- **Responsibilities:**

- Translate the game's text and narrative for international audiences.
- Adapt cultural elements to ensure the game resonates globally.
- Ensure the game maintains emotional depth across different languages.

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## 8. Legal/Business Consultant (*Optional, for ensuring compliance*)

- **Responsibilities:**

- Assist with contracts, intellectual property protection, and publishing agreements.

- Ensure compliance with platform-specific requirements (Steam, consoles, etc.).
- Provide guidance on monetization strategies and tax implications.