**1. Game Designer**

* **Responsibilities:**
  + Develop and refine game mechanics, puzzles, and overall gameplay systems.
  + Ensure that the gameplay aligns with the narrative and emotional themes.
  + Create level layouts and design engaging environments.

**2. Pixel Artist/Art Director**

* **Responsibilities:**
  + Create and manage the game’s monochromatic pixel art style.
  + Design characters, environments, and animations in a cohesive visual aesthetic.
  + Oversee lighting, shading, and visual effects to enhance mood and atmosphere.

**3. Animator**

* **Responsibilities:**
  + Create rig-based keyframe animations for characters and objects.
  + Design smooth transitions and movement cycles that align with the game’s tone.
  + Collaborate with the art team to ensure animations fit seamlessly with the visuals.

**4. Programmer/Unity Developer**

* **Responsibilities:**
  + Develop the game’s core systems, including physics, controls, and puzzle mechanics.
  + Implement the inversion mechanic and ensure it integrates with gameplay.
  + Optimize the game for performance across target platforms (PC, consoles, etc.).

**7. Narrative Designer/Writer**

* **Responsibilities:**
  + Craft the story, metaphors, and emotional beats of the game.
  + Write environmental storytelling elements like object descriptions or subtle cues.
  + Ensure that the narrative and gameplay complement each other.

**8. Level Designer**

* **Responsibilities:**
  + Build levels that integrate puzzles, hazards, and the inversion mechanic.
  + Ensure levels are intuitive and challenging, while emphasizing emotional themes.
  + Playtest and refine level layouts based on player feedback.

**12. Technical Artist**

* **Responsibilities:**
  + Bridge the gap between art and programming by optimizing visuals for performance.
  + Implement visual effects, lighting, and shaders to enhance the atmosphere.
  + Ensure compatibility with Unity’s rendering pipelines.

**15. Environmental Artist**

*(If the art workload needs delegation)*

* **Responsibilities:**
  + Focus on designing detailed and thematic environments.
  + Ensure the liminal spaces evoke the intended mood and metaphorical depth.