**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.

**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.

**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.

**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.

**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.

**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.

**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.

**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.