

Task / Deliverable	Producer / PM	Developer	Artist	Sound Designer
Game Design Document (GDD)	A/R	C	C	C
Sprint Planning / Backlog	A/R	C	C	C
Core Gameplay Systems (stations, timer, orders)	C	A/R	I	I
UI Implementation (menus, topping selection)	C	A/R	C	I
2D Art Assets (sprites, backgrounds, UI art)	I	C	A/R	I
Animation (characters, stations, FX)	I	C	A/R	I
Audio Design (music, SFX)	I	I	C	A/R
Integration of Audio in Unity	C	A/R	I	C
Playtesting / QA iterations	A/R	R	C	C
Bug Fixes & Optimization	C	A/R	I	I
Build Delivery (Steam / Itch.io / WebGL)	A/R	R	I	I
Marketing / Devlogs (optional)	A/R	C	C	C