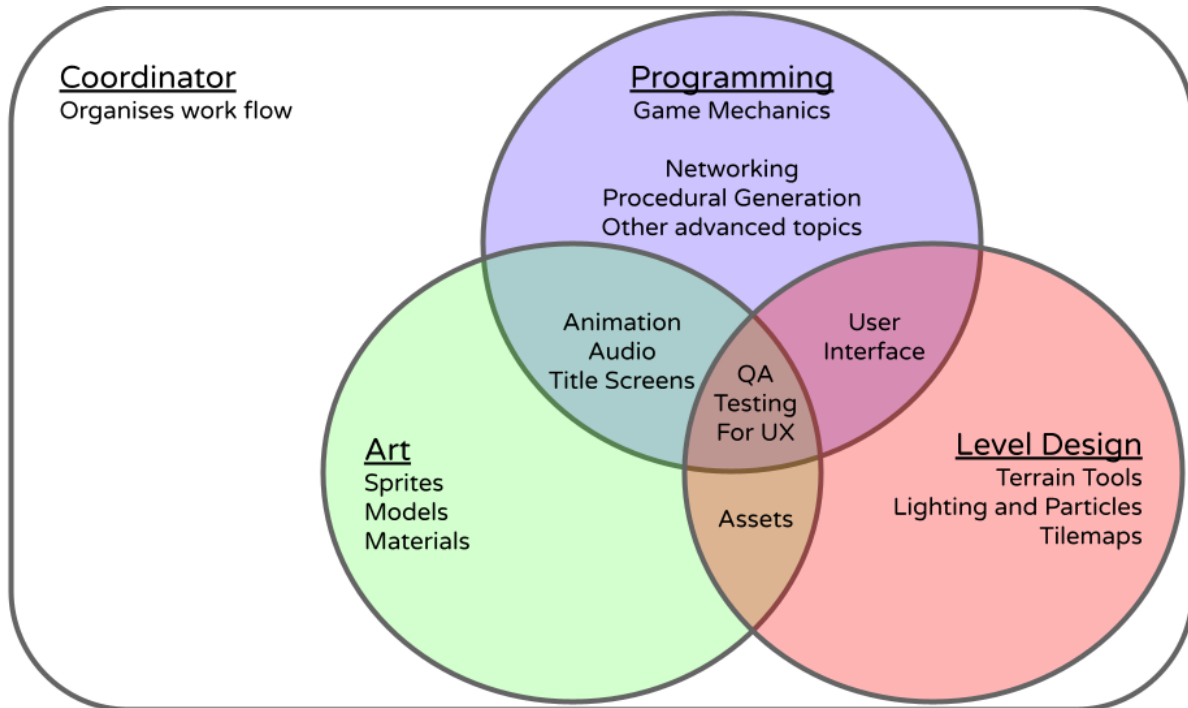


L3 Game Development Team Roles



Project Manager/Coordinator

The project manager is NOT the boss of everyone! They should be a good communicator and team member (as well as doing another role within the team). The role of the project manager is to:

- Create and manage the project “board” (Trello/Freedcamp)
- Coordinate and help document the teams planning for the project and for each sprint
- Schedule and facilitate the weekly “Stand-ups” to help keep team on track and communicating
- Facilitate and document testing (at milestones)
- Run the sprint retrospective (review of a big chunk of work)
- Coordinate tasks within team
- Communicate with the team
- Try to resolve problems regarding project progress WITH the team.
- Keep a personal development log



Programmer

This team member should be an expert in C#. The programmer deals with giving the game it's behaviour. They will often be working with "developer art" or placeholder graphics to create the game's code so it behaves the way it should. Their main role is to:

- Manage their tasks in the overall project board
- Break down tasks into achievable steps
- Plan/Code/Test each step.
- Coordinate with the level designers and artists to ensure you are on the right track
- Keep a personal development log
- Participate in the weekly stand-ups, sprint reviews and project planning meetings

Level Designer

This team member should be an expert in Unity3d. This job is harder than it seems and needs an organised person who can coordinate well with their team and integrate the components as they become available as well as adding polish to the game. Their main role is to:

- Manage the "master" project and its versions including the collaboration if used.
- Manage their tasks in the overall project board
- Integrate tested art and code assets into the main project for further testing
- Create the game levels (eg. terrain, or blocking out the level before the art assets are complete)
- Create level lighting in line with the project goals
- Create particle systems
- Create/Edit materials for the models in-game.
- Integrate audio into the game
- Create UI elements (menu/hud etc)
- Keep a personal development log
- Participate in the weekly stand-ups, sprint reviews and project planning meetings

3D Artist

This team member should be an expert in Blender. Artists define the "look" of the game and usually have a real attention to detail. Their main role is to:

- Manage their tasks in the overall project board
- Create 3d models for the game (characters/props/static background etc)
- Create Materials/Textures and UV Unwrap models
- Create animations (if required)
- Keep a personal development log



- Participate in the weekly stand-ups, sprint reviews and project planning meetings

