UNSEEN GALAXY
GAME DEVELOPMENT TEAM

During your Unseen Galaxy project, you may take more than one role. The following are the primary roles most development teams will have at a minimum. If possible, we encourage you to reach out to other courses or friends to deliver the expertise you might not have in your team. Many game developers will do this and bring in freelancers for game art, sound or music, for example.

Key Roles

Producer: The Producer is the core of the team. They will make sure all the elements are in place to make the game and that everyone has the tools and resources they need to deliver their parts of the project on time. The producer needs good people skills to unite the team and bring everyone together to create a great game.

Key responsibilities include:
- Keeping development on track
- Assisting where they're needed
- Communicating clearly with everyone on the team
- Dealing with issues as they arise so the development of the game can proceed
- Running a Kanban board in Trello or HackNPlan

Find out more about producers on the ScreenSkills website

Game Designer: The Game Designer is the person who decides how the game will play and how to make it fun. Game mechanics, rules and specifics are all decided by the Game Designer. Similar to how an artist will design a character, Game Designers will draw up plans for the game and change or adapt them to fit the needs of their team. The game designer may make changes when you test prototypes to ensure people enjoy playing the game.

Key responsibilities include:
- Working closely with your art and technical team members
- Clear communication and the ability to compromise
- Deciding on gameplay
- Adjusting to the needs of your team.
- Ensuring that you and your team complete your Game Design Document (GDD)

Find out more about Game Designers on the ScreenSkills website

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Concept Artist: Concept Artists are the first to draw and style the game. Whether it's player characters, environment design or objects in the game, concept Artists help everyone involved in a game's development understand how it will look. Almost every game starts with a Concept Artist.

Key responsibilities include:
- Putting together mood boards from existing images
- Imagining and illustrating what a game world will look like
- Working with other artists to share the team's vision
- Understanding how the style and art will affect the player
- Updating original concepts.

Take a look at some helpful pixel art software at [Lospec](#)
Or find some useful tutorials on digital art at [CTRL+Paint](#)

Find out more about Concept Artists on the [ScreenSkills website](#)

Artist (2D/3D): Artists are responsible for creating the models and art used in-game, from characters to environments, objects and everything else in the game that you see. They take the concept art and create a finished project to be used in the game by the programmers. Most artists will work in 2D before 3D artists and then build a model from a drawing or concept.

Key responsibilities include:
- Working with the Concept Artist and Game Designer to create models
- Managing how models will look during gameplay
- Bringing models and designs into game engines
- Working to the production schedule

2D artists can use tools similar to Concept Artists, while 3D artists need to use software like Unreal or Unity. Both have tutorials available online.
[Getting started with unity](#).
[Getting started with Unreal.](#)

Find out more about [Environment Artists](#) and [3D Modelling Artists](#) at the ScreenSkills website.

Audio/Sound Designer: Audio Designers create everything a player hears during gameplay, from sound effects to the soundtrack. It's their job to work with the gameplay designer to deliver atmosphere, tone and drama through the game's soundscape.

Key responsibilities include:
- Composing and recording a soundtrack for their game
- Managing sound effects
- Making sure sound effects play correctly at the right time
- Mixing sound correctly

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[Audacity](#) is free recording software that allows you to edit your music and sounds. You can access a basic tutorial [here.](#) For more advice about audio design, look at [Game Audio Learning](#). [Reaper](#) is a Digital Audio Workstation (DAW) used by the industry with a free 60-day trial period. After that, it requires a licence to use.

Find out more about Sound Designers on the [ScreenSkills website](#)

Programmer: Programmers are the people who write the code that makes the game work. They work at the team's centre, with everyone involved in developing a game. It's their job to ensure the game runs and, eventually, fix bugs and make improvements.

Key responsibilities include:
- Writing code for the game
- Integrating art and sound
- Working to deadlines
- Bug fixing

[Game Maker Studio 2](#) has plenty of tutorials for people of all skill levels. [Hour Of Code](#) has excellent games designed to help you learn how to code.

Find out more about Programmers on the [ScreenSkills website](#)

QA: QA (Quality Assurance) technicians are known as Game Testers. It's their job to make sure that everything works as it should. They are responsible for in-depth testing of the entire game to find bugs and useability issues. They are responsible for writing reports and updating their team when they spot an issue before re-testing once it is fixed.

Key responsibilities include:
- Playing the game
- Communicating any issues to the rest of the team
- Testing specific things repeatedly
- Paying close attention to what is or should be happening
- Capturing screenshots or videos of any issues

Find out more about QA Testers on the [ScreenSkills website](#)

Marketing/Social Media Manager: Marketing Managers are the people who tell the world how good their games are. It's their job to persuade an audience to download their game most compellingly. Marketing Managers are in charge of understanding and growing their audience by creating a marketing strategy and using tactics like trailers, screenshots, sponsorships and contacting influencers and websites to publicise their game.

Key responsibilities include:
- Engaging audiences with advertising
- Creating advertising campaigns

- Knowing and understanding your audience
- Keeping a social media presence

Find out more about Marketing Managers on the [ScreenSkills website](#)