Game Development Essentials: An Introduction

Third Edition
Chapter 10
Roles & Responsibilities
developing the team
Key Chapter Questions

- What are the *company roles* associated with game development studios, publishers, licensors, and manufacturers?

- What are the *team roles* and *responsibilities* associated with management, art, design, programming, audio, and testing?

- What specific *techniques* are *tools* are utilized by different team members during game development?
Company Roles

Disney Interactive Studios

Toy Story 3: The Video Game

Disney Interactive Studios

TRON: Evolution
Team Roles

- Production
- Design
- Art
- Programming
- Audio
- Testing & Quality Assurance
- Marketing
Team Roles
Production

- Executive Producer
- Producer
- Associate Producer
- Assistant Producer
Team Roles

Design

- Creative Director
- Design Director
- Lead Designer
- Narrative Designer
- Interface Designer
- Level Designer
Team Roles

Art

- Art Director
- Lead Artist
- Concept Artist
- Modeler
- Texture Artist
- Animator
- Technical Artist
Team Roles

Art
Concept Artist

Temple of Erlik
(Age of Conan: Hyborian Adventures)

Leo
(Anarchy Reigns)
Team Roles
Art
Modeler

Wiremesh Model and Final Design (Travis Castillo)
Team Roles

Art
Animator

Motion Capture *(Heavy Rain)*
Team Roles
Programming

- Technical Director
- Lead Programmer
- Network Programmer
- Graphics Programmer
- Engine Programmer
- Tools Programmer
- Artificial Intelligence Programmer
- Audio Programmer
- Physics Programmer
- Interface Programmer
- Associate Programmer
Team Roles

Audio

- Audio Director
- Composer
- Sound Designer
- Voiceover Artist
Team Roles
Testing & Quality Assurance

- Testing Manager
- Lead Tester
- Compatibility & Format Testers
- Production, Quality Assurance & Regression Testers
- Playability, Usability & Beta Testers
- Focus Testers
Tools
Design

CryENGINE’s Sandbox Editor

GameSalad Creator
Tools

Game Engine Programming

Id Tech 5
,id Software, Inc.

Torque 3D
,GarageGames

Basic Unity 3
,Unity Technologies

Tools

Art

Autodesk 3ds Max

Autodesk Maya
Tools
Audio

Propellerhead

Reason
Summary

- Company Roles
- Team Roles
- Tools
- The Business Side of Game Development