

Kernteam

Das Kernteam besteht aus:

- Silja
 - Game Producer & Studio Lead
 - spiellabor_1
- Theo
 - Game & Level Designer Lead
- Nils
 - Game Artist Lead
 - spiellabor_2
- Andi
 - Narrative Designer
 - spiellabor_3
- Quinn
 - Game Programmeer Lead
- Leon
 - Review Management, Game Art

! Kernteammeeting aller 2 Wochen!

Revision #5

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