Team Calamari

AUDIO	VIDEO
Introduce the team members: (20 seconds each X 6 - 2 min Brief introduction of the game and the story "Now let's meet the team" Short explanation of what the game is about and how it's played -introduce yourself and explain your role on the team -explain some of the challenges you had to overcome -	Intro - Video starts with a white wall - A calamari sticker gets slapped onto the wall - Video fades into black and the interviews begin - Game footage/ some sort of short video of the game
Isiah - introduce yourself -Explain your role for the team - what was challenging - My name is Isiah. I was responsible for the character concept art,concept art.	- Starts off with a clip of him getting interviewed while he introduces himself and his role on the team - Cuts to b roll of him doing some work - Shows some of his examples on screen while he explains them
● Kevin Ibanez Flores My name is kevin. I was responsible for the soundtracks of the game and making the gas station platform. One thing that was challenging is having a creativity block. My role for this team was to make soundtracks and design the platforms for the game. The challenges I had through the process is having creativity block and making the right soundtrack that fits into the game. I felt like I had to get out of my comfort zone to learn something new.	- starts off he is sitting down and being interviewed while he introduces himself -show work of his music(bandlab), showing work of the gas station design.
● Marlinda Domnick - Introduce name	Showing her being interviewed and showing examples of her work (concept art), (story),

- Lead story, game management, concept art (backgrounds, assets) - Time crunch was NOT helpful - LOTS of assets/art to get done, not a whole lot of time - Procrastination	
● Jose Garibay Padilla I'm Jose. I was responsible for ………	
● Alvin Zhen I'm Alvin. I was responsible for story elements, management, marketing, team notes - Introduce name - co-story producer, management and marketing - hard to do: keep track of teams progress	
Hi, I'm Dakota Jull and I was responsible for all of the coding. We are using GODOT, which I had no experience with when we started [his process→watch tutorials, trial and error, etc.]	
	Transitions fade from the interviews to an image of the calamari logo. To end the video, add an old tv turning off effect.

- Introduce the team members and their responsibilities
- Introduce the game story and tie it into the theme: Symbiosis
- What was challenging