

Trewel Towers Pitch

- Role: Programmer
- Mission/Genre: Multiplayer VR Shooter
- Game: Trewel Towers
- Teammates: Team is currently at 7 members, if we were to add another member it would be a confident programmer who is interested/enthusiastic in learning photon and setting up narrative deliverance systems.
 - Aaron: Art lead
 - Lydia: Art
 - Tyler: Narrative/ Production
 - Matt C: Design Lead/Programmer
 - Brendan: Design
 - Horacio: Programming Lead
 - Matt G: Programmer
- Flexibility: The idea is planned out and solid, we add mechanics that are needed to supplement core mechanics/game modes, but we avoid large additions. Members currently put in 10-20+ hours a week.
- Other: We are already an established team and big on communication. If we were to add a member, we would want someone who doesn't procrastinate and is excited to work rather than pushing until the end of the week. We have weekly in person meetings on Mondays, weekly tasks are due before the meeting. We are hoping to submit to the GDWC student category this winter.