

# Credits Documentation

Hello everybody! Please check below and make sure that your name and position are correct for the game's credits. I'm putting up two options for how we could organize the credits, as well as some additional ideas.

## OPTION ONE

A very standard menu screen, white text that just scrolls upwards on either a black screen or on the main menu screen with a Gaussian blur applied. Members are divided by official team, and organized in alphabetical order.

### Studio Leadership

- Amber Renton - Studio Director
- Devon Chandran - Studio Co-Director in Training
- Nikhil Ghosh - Programming Coordinator
- Crystal Lee - Audio & Narrative Coordinator

### Art

- Zelin Chen
- Amber Renton
- Lucy Sun
- Nicholas Way

### Audio

- Morgan Elder
- Crystal Lee
- Emily Sulkey

### Design

- Andrew Zhou

### Marketing

- Paul Young

### Programming

- Minkang Choi
- Nikhil Ghosh
- Rex Ma
- Yue Zhang

### Advisor

- Austin Yarger

### Mentors

- Austin Yarger
- Jeffrey Brice
- Jordan Ajlouni
- Matthew Rader

### Playtesters

- Sydney Cole
- Hon Lee
- Alexander Wang
- Caroline Xu
- Jacob Ziff

### Sponsors

- Arbor Interactive
- Arts at Michigan

## OPTION TWO

Given the smaller size of the studio, it might be more appropriate to just list everyone in one long list in alphabetical order, and include their teams on the side. This could also allow for ad-hoc teams like narrative to also be showcased. Additionally, **(this is only a suggestion that will happen if we have a LOT of free time later in development)** each member of the team could have a portrait of themselves done in the style of the game appear next to them (kinda like [Aggro Crab](#) or [Extremely OK Games](#))

### Studio Leadership

- Amber Renton - Studio Director
- Devon Chandran - Studio Co-Director in Training

### Studio Team

- Zelin Chen - Art, Narrative
- Minkang Choi - Programming
- Morgan Elder - Audio
- Nikhil Ghosh - Programming
- Crystal Lee - Audio, Narrative
- Haoxuan Ma - Programming
- Emily Sulkey - Audio
- Lucy Sun - Art, Narrative
- Nicholas Way - Art, Narrative
- Paul Young - Marketing, Narrative
- Yue Zhang - Programming
- Andrew Zhou - Design, Programming

- Pencil First Games
- The University of Michigan's ArtsEngine

### **Special Thanks**

- Pencil First Games

Closer: Thank you to all our sponsors, playtesters, advisors, mentors, and devs for their hard work and support.