



Non-blue names don't indicate tasks that only happen outside the GCS – rather, they're included in the higher level blue names for the GCS. I.e. our musicians typically also take care of other project audio, sound ambiance, etc.

GCS and other Indie developers are typically a lot less specialized in our fields – so whereas the industry might have different people devoted purely to graphics programming than gameplay programming, and different people doing 3D models vs. animation, in the GCS we've had project teams where all 4 of those roles were executed by the same person (!).

This becomes a strength because it enables cross-disciplinary understanding in a way that it's hard to gain any other way. It's one thing to be an engineer with experience working on teams with designers/artists... and a whole different advantage to be an engineer that has done design/art work.