

# CREDITS

## Producer

Pranee McKinlay  
Anna Tito

## Game Design & Mechanics

Pranee McKinlay  
Anna Tito  
Ben Taylor

## Concept Artist

Boden Tennent  
Trevor Talbot

## Character Design Artist

Boden Tennent  
Trevor Talbot

## Sound Technician

Ben Taylor

## Technical Artist & Animator

Anna Tito  
Pranee McKinlay  
Boden Tennent  
Trevor Talbot

## Particle Effects Artist

Trevor Talbot  
Ben Taylor  
Anna Tito

## Game, Engine Implementation

Anna Tito

## Mini-Game Conceptual Design

Pranee McKinlay  
Anna Tito  
Boden Tennent  
Ben Taylor  
Trevor Talbot

## Level Design Implementation (iTorque)

Pranee McKinlay  
Anna Tito

## Production & Project Manager

Pranee McKinlay

## Lead Programmer

Anna Tito

## Sound Designer

Ben Taylor

## Enviromental Artist

Boden Tennent  
Trevor Talbot

## Artist (Game Art Asset Production & Animation)

Boden Tennent  
Trevor Talbot

## Particle Effects Technician

Ben Taylor

## Mini-Game Design & Documentation

Pranee McKinlay (Steamcopter, Probe Ball, Discharger)  
Ben Taylor (Bug Boiler)

## Level Design

Pranee McKinlay  
Ben Taylor  
Anna Tito

## Cross Platform Implementation & Testing

Anna Tito

## GUI Prototyping & Programming (iTorque)

Pranee McKinlay

## Project Documentation

Pranee McKinlay  
Anna Tito  
Trevor Talbot

## GUI Design

Pranee McKinlay  
Anna Tito  
Ben Taylor

## GUI Implementation & Programming (iTorque)

Anna Tito

## Quality Assurance (Iterative Play-Testing)

Anna Tito  
Jim Curlewis  
Boden Tennent  
Pranee McKinlay  
Trevor Talbot  
Ben Taylor

## Animation (Cut Scenes)

### Narative Concept (Writer)

Anna Tito

### Storyboard Artist

Pranee McKinlay

### Artist (Animation Art Asset Production)

Trevor Talbot  
Boden Tennent

### Editor

Pranee McKinlay

### Voice Actor

Ben Taylor  
Dragon Age: Origins Voice Over Generator

### Sound Recordist

Anna Tito  
Trevor Talbot  
Simon Godsiff  
Timothy Tozer

## Game Trailer

### Director

Boden Tennent

### Editor

Boden Tennent

### Scriptwriter

Pranee McKinlay

### Director

Pranee McKinlay

### Animator

Pranee McKinlay

### Sound Designer

Ben Taylor

### Sound Technician

Ben Taylor  
Trevor Talbot

## iTorque Engine Implementation

Anna Tito

## Special Thanks to the Following

Stephan Schutz (Sound Library)  
Dragon Age: Origins Voice Over Generator  
Simon Godsiff (Machine Sound Recording)  
Tim Tozer (Machine Sound Recording)  
Paul Callaghan (Project Mentor)  
Conor O'Kane (Torque Engine Guru)  
GarageGames Torque and iTorque Community & Forums  
Michael Perry (GarageGames)  
Jim Curlewis (QA - Iterative Play-Testing)  
necrosensual-art of Deviant Art (Brushes)  
CGTextures.com  
Chris Hanson (Font)