

## **Developer**

The developer cares about the product working well. The developer prioritizes the resource of “developer time,” because their time is a precious resource for making the product work well. Try not to let developer time fall below 15.

## **User Experience (UX) Designer**

The UX Designer cares about the user experience using the app. The UX Designer prioritizes the game resource of “user trust”, because this is how user satisfaction is measured. Try not to let user trust fall below 15.

## **Manager**

The manager strives for a balanced product. They must monitor both the resource of “developer time,” because this is how they will build a bigger team, and also the resource of “user trust,” because this is how they will ensure that their product has a customer base. Try not to let either developer time or user trust fall below 10.