

Perle 3000

Team:

Sofia Strunden (Director)

Charlene Masri (Game Developer)

Cäcilie Willkommen (Sound Design)

Vladyslava Kandyba (Sound Design)

Yanick Herzog (Music)

Emma Scharff (Music)

David Sick (Character Artist)

Raphael Rau (3D Artist)

Anna Breitling-Stenner (Concept Art)

Daniel Anderson (3D Support)

Justus Henne (Development and Game Design Support)

Viola Pröttel (Voice Actors)

Emma Bading (Voice Actor)

Sara Keßling (Voice Actor)

Ilya Barrett (Voice Actor)

Rocco Häuser (Voice Actor)

Paul Mandelkow (Voice Actor)

Project coordination:

Anna-Katharina Brinkschulte

Benedikt Kaffai