Project Management
&
Rules

Overview

In this document, the team can access **information and general rules** to be respected during the development of the 'Push Sushi' remake.

If any of the rules and/or information should be unclear, the team or an individual member of the team is requested to report this to **their departmental "Lead"** and/or the **Game Design department**.

1.0 Management

1.1 [Team]

1.1.1 Game Design

- Carlo De Michele - **Lead Game Designer**
- Salvatore Lo Furno

1.1.2 Programmers

- Gabriele Garofalo
- Davide Bersini - **Lead Programmer**

1.1.3 2D Artists

- Eva Cividini - Lead 2D Artist
- Wendy Harrabi
- Rebecca Ferrè - **Lead 2D Artist**
- Elisa Cernari
- Walter Di Martino
- Alessandro Zoani
- Mario Pace
- Victoria Bedont

1.1.4 3D Artists

- Veronica Passalacqua
- Marta Sciuto

2.0 Git Nicknames

2.1 Design

- Carlo De Michele: **JaceDxxm**
- Salvatore Lo Furno: **Sage01298**

2.2 Programming

- Gabriele Garofalo: **gabevlogd**
- Davide Bersini: **Daversini**

2.3 3D Art

- Veronica Passalacqua: **VeronicaPassalacqua**
- Marta Sciuto: **MartaJonia**

2.4 2D Art

- Rebecca Ferrè: **RebFer**
- Eva Cividini: **evabbe**
- Wendy Harrabi: **wendy0harrabi**
- Victoria Bendont: **victoriabedont**
- Elisa Cernari: **elisa-cernari**
- Mario P.S.: **MarioSebastianoP**
- Alessandro Zoani: **AlessandroZoani**
- Walter Di Martino: **WalterDiMartino**

2.0 Softwares

2.1 Engine

- Unity
- URP

2.1.1 Version

- 2022.3.10f1

2.2 Art Softwares

- Photoshop
- Substance Painter
- Illustrator
- Maya

2.3 Documentation

- Google Docs
- Google Slides
- Google Sheets
- AutoCAD

2.4 Sharing/Storage

- Github

- Fork

- Drive

3.0 Sprints & Milestones

The project will take four weeks and will consist of:

- **4 Milestones**
- **4 Sprints**

1) Milestones:

- **Friday 13 October:** Working prototype of the first level

- **Friday 20 October:** Minimum 6 final levels, sushi theme completed, 2nd theme in development and almost complete, and 3rd theme in research phase

- **Friday 27 October:** Complete and working game

- **Friday 11 November:** Game Complete, tested and polished

2) Sprints

- **7 Oct. - 11 Oct.**
- **11 Oct. - 18 Oct.**
- **18 Oct. - 25 Oct.**
- **25 Oct. - 8 Nov.**

The deadlines for the weekly tasks assigned to each team member match the end of each sprint.

4.0 Rules

1. Team Rules

- If something is not clear ask immediately

- Do not write in private for the reasons listed below:

    - Delivery tasks

    - Communication to a co-worker about common tasks

    - Advice on a project task

- Any private communication between team members concerning the project must be considered as uncertain and it will be mandatory to ask other team members for confirmation.

- Always do research, even outside of projects

- During the first meeting produce a table where there are indicated the days and hours when you are available to work on the project

- Organize meetings days immediately (every 2/3 days)

- When someone works you have to stay online (in a voice chat) on discord. if it is not possible online on the server, always remain reachable through messages or calls.

- Always upload files <u>in english</u>

    Avoid making changes to work material (unity/documentation) without comparing with other departments

2. Game Design Rules

- Designer have to produce immediately the documentation clearly

- Organize an initial brainstorming to discuss the style of the game (together with the artists) and produce a document about it

- Roadmap after the brainstorming

3. Game Concept Art Rules

- Do continuous research on textures, skyboxes and similar materials.

- Immediately organize your work with the 3D department.

- At least one member of the department must be online during the day, so you can help other departments if necessary.

- Produce the ADD during the project.

- Share your material through both github and drive.

4. 3D Art Rules

- Organize the work together with the concept art department and communicate any problems and requests for help, when necessary.

- At the beginning of the project define, together with the other departments, scales, resolutions and so on.(produce documentation about it).

- Share your material through both github and drive

5. Programming Rules

- Do research and produce TDD during the project

- Respect the documentation produced during the first brainstorming and that present on the GDD

- Communicate any problems and doubts as these arise

- Create a folder on drive where to load scripts

- Please always (or whenever possible) add comments to your scripts

GitHub & Fork

For Artists who need to upload Assets to the project:
1 time process.
- Download & Install Fork.
- Open GitHub, Log In and enter the repository of the project.
- Clone -> copy the HTTPS and open Fork, (Top-Left) File->Clone.
- Paste the Url.
- (Top-Left) Repository->Git Flow-> Initialize Git Flow.
- Track the remote/feature/Assets branch, add it to the local branches.

Process to Upload assets
- Open Fork and Fetch.
- If not in the last head of remote/feature/Assets pull from remote/feature/Assets.
- Open the project in Unity while being in the correct branch.
- Upload your Assets in the correct folder, close Unity.
- Open Fork and go to Local Changes, stage every change and Commit, remember to put a clear and concise description.
- Push to remote/feature/Assets.