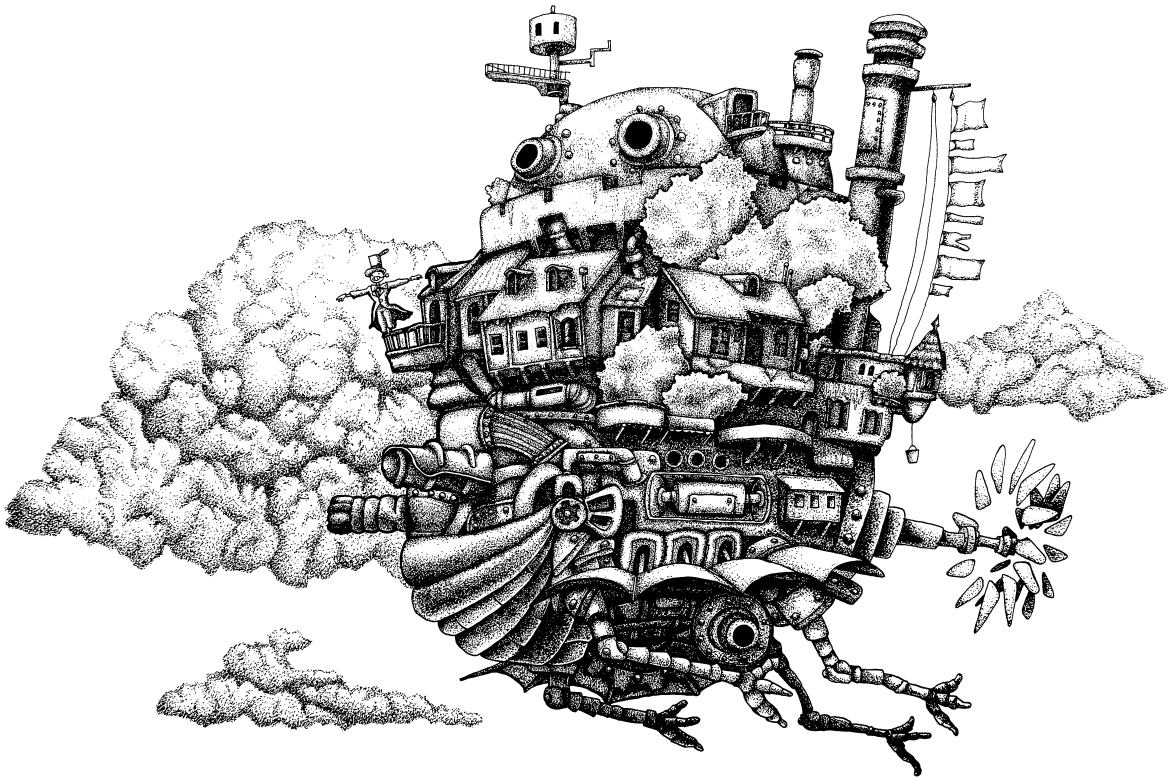
UNIVERSITÀ
DEGLI STUDI
DI MILANO

PON9
Playlab fOr inNovation in Games

Howl's Moving Castle: another door

Project guidelines



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Change log

User	Date	Description
Maione	25/10/2018	Created this document
Maione	26/11/2018	Added info on issue tracking
Maione	27/11/2018	Added file types
Maione	28/11/2018	Added paths and project structure

Deadlines

Date	Description
16/10/2018	• Teams
08/11/2018	• Story general idea • World diagram & goals outline
27/11/2018	• Story (complete)
11/12/2018	• Level diagram & description first release
08/01/2019	• Level diagram & description final release • Reference art, event diagrams, flowcharts, etc.
XX/01/2019	• Show • Oral exam

Paths and project structure

The project directory is the one that contain the .git folder. The project structure is shown below:

```
Howl's Moving Castle - another door
├──.git
├──Documentation
├──Ideas and suggestions
├──Resources
│   ├──Characters
│   │   ├──Calcifer
│   │   ├──Carla
│   │   ├──Fanny Hatter
│   │   ├──Heen
│   │   ├──Howl Jenkins Pendragon
│   │   ├──Layton
│   │   ├──Lettie Hatter
│   │   ├──Madame Suliman
│   │   ├──Markl
│   │   ├──Martha Hatter
│   │   ├──Morgan
│   │   ├──Prince Justin
│   │   ├──Sophie Hatter
│   │   ├──Turnip-Head
│   │   └──Witch of the Waste
│   ├──Levels
│   │   ├──Hidden Cloud Village
│   │   │   └──Island Turtle
│   │   ├──High Norland
│   │   │   └──Norland Valley
│   │   │       ├──Kobold's Realm
│   │   │       ├──The enchanted city
│   │   │       └──Wizard Norland's House
│   │   ├──Ingary
│   │   │   ├──Capital
│   │   │   │   └──Kingsbury
│   │   │   ├──Folding Valley
│   │   │   │   └──Market Chipping
│   │   │   ├──The Coast
│   │   │   │   └──Porthaven
│   │   │   │       └──Porthaven Marshes
│   │   │   └──The Waste
│   │   │       └──Secret Garden
│   │   ├──Montalbino
│   │   ├──Moving Castle
│   │   ├──Strangia
│   │   └──Sultanates of Rashpuht
│   └──Logos
├──Rules
└──Unity projects
```

Naming convention

We choose to use the suggested naming convention from Unity guidelines:

Group	Convention
Capitalization Conventions	use PascalCasing for all public member, type, and namespace names consisting of multiple words.
	use camelCasing for parameter names.
General Naming Conventions	choose easily readable identifier names.
	favor readability over brevity.
	DO NOT use underscores, hyphens, or any other nonalphanumeric characters.
Names of Namespaces	use prefix namespace names with a company name to prevent namespaces from different companies from having the same name.
	use PascalCasing, and separate namespace components with periods.
Names of Classes, Structs, and Interfaces	name classes and structs with nouns or noun phrases, using PascalCasing.
	name interfaces with adjective phrases, or occasionally with nouns or noun phrases.
	prefix interface names with the letter I, to indicate that the type is an interface.
	prefix descriptive type parameter names with T.
Names of Type Members	give methods names that are verbs or verb phrases.
	name properties using a noun, noun phrase, or adjective.
	name collection properties with a plural phrase describing the items in the collection instead of using a singular phrase.
	name Boolean properties with an affirmative phrase.
	name events with a verb or a verb phrase.
	give events names with a concept of before and after, using the present and past tenses.

Tools, file types and format

We configured a virtual machine with Oracle Virtualbox 5.2 with Windows 10 and installed all the software for developing this game.

The tools used on the personal computer are listed below:

Group	File type	Extension	Software
Organization	Issue tracking		Pivotal Tracker (online)
Environment	Virtual machine	.vdi	Virtual Box 5.2
	O.S.		Windows 10

The tools used on the virtual machine are listed below:

Group	File type	Extension	Software
Organization	Version control	.git	Git 2.19
	Flowchart	(.xml)	Draw.io Desktop 8.8.0
	Text document	.odt	LibreOffice 6.1.2
	Document presentation	.pdf	Adobe Acrobat Reader DC 2019
Development	C# project	.sln	Visual Studio 2017
	Unity project	.unity	Unity 2018.2
Asset editing	Raster image	.png; .jpg; .tiff	GIMP 2.10

	Vectore image	.svg	Inkscape 0.91
	3D models	.blend; .fbx	Blender 2.79
	Music and sounds	.mp3	FL Studio 20
General editing	Other text file		Notepad++ 7.5.9

Some file types have specific formats:

Group	File type	Extension	Format
Asset editing	Raster image	.png; .jpg; .tiff	256px; 512px; 800×600px
	Music and sounds	.mp3	320 kbps

Organization structure

Below the project organization structure:

```
Head of studio
├──Producer - Manager - Project director
└──Dev team
    ├──Technical manager
    │   └──Programmers
    ├──Design manager
    │   ├──Game designers
    │   └──Level designers
    │       └──Team7
    ├──Art manager
    │   ├──Artists
    │   └──Animators
    ├──QA
    └──Audio team
```

Version control

The web-based hosting service for version control that we use is GitHub Inc.:

Url:

- https://github.com/mikymaione/Howl-s-Moving-Castle-another-door

Administrator:

- Michele Maione