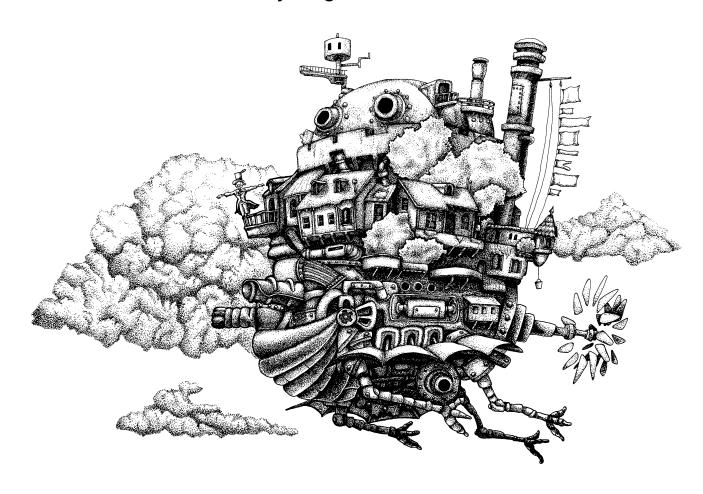




Howl's Moving Castle: another door

Project guidelines



Team7		
938320	Dettori	Francesco
938379	Iervolino	Riccardo
931468	Maione	Michele

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Change log

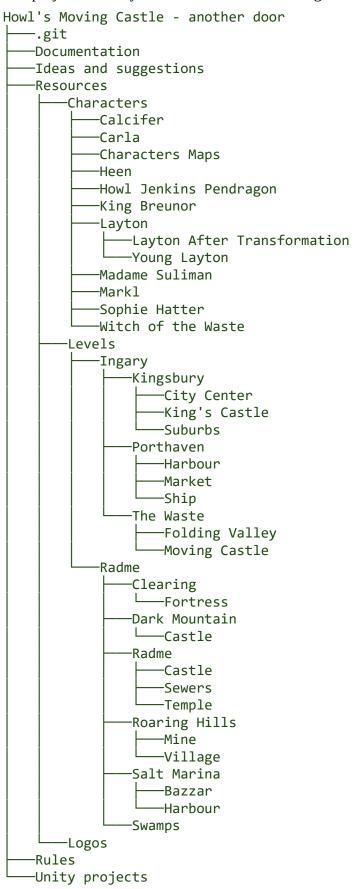
User	Date	Description
Maione	25/10/2018	Created this document
Maione	26/11/2018	Added info on issue tracking
Maione	27/11/2018	Added file types
Maione	28/11/2018	Added paths and project structure
Dettori	29/11/2018	Revision
Maione	07/11/2018	Updated path structure

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:



Naming convention

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

Group	Convention		
Capitalization Conven-	- use PascalCasing for all public member, type, and namespace names consisting of mul-		
tions	tiple words.		
	use camelCasing for parameter names.		
General Naming Con-	choose easily readable identifier names.		
ventions	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 differ-		
	ent companies from having the same name.		
	use PascalCasing, and separate namespace components with periods.		
Names of Classes,	name classes and structs with nouns or noun phrases, using PascalCasing.		
Structs, and Interfaces	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 Mem-	give methods names that are verbs or verb phrases.		
bers	name properties using a noun, noun phrase, or adjective.		
	name collection properties with a plural phrase describing the items in the collection in-		
	stead 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:



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