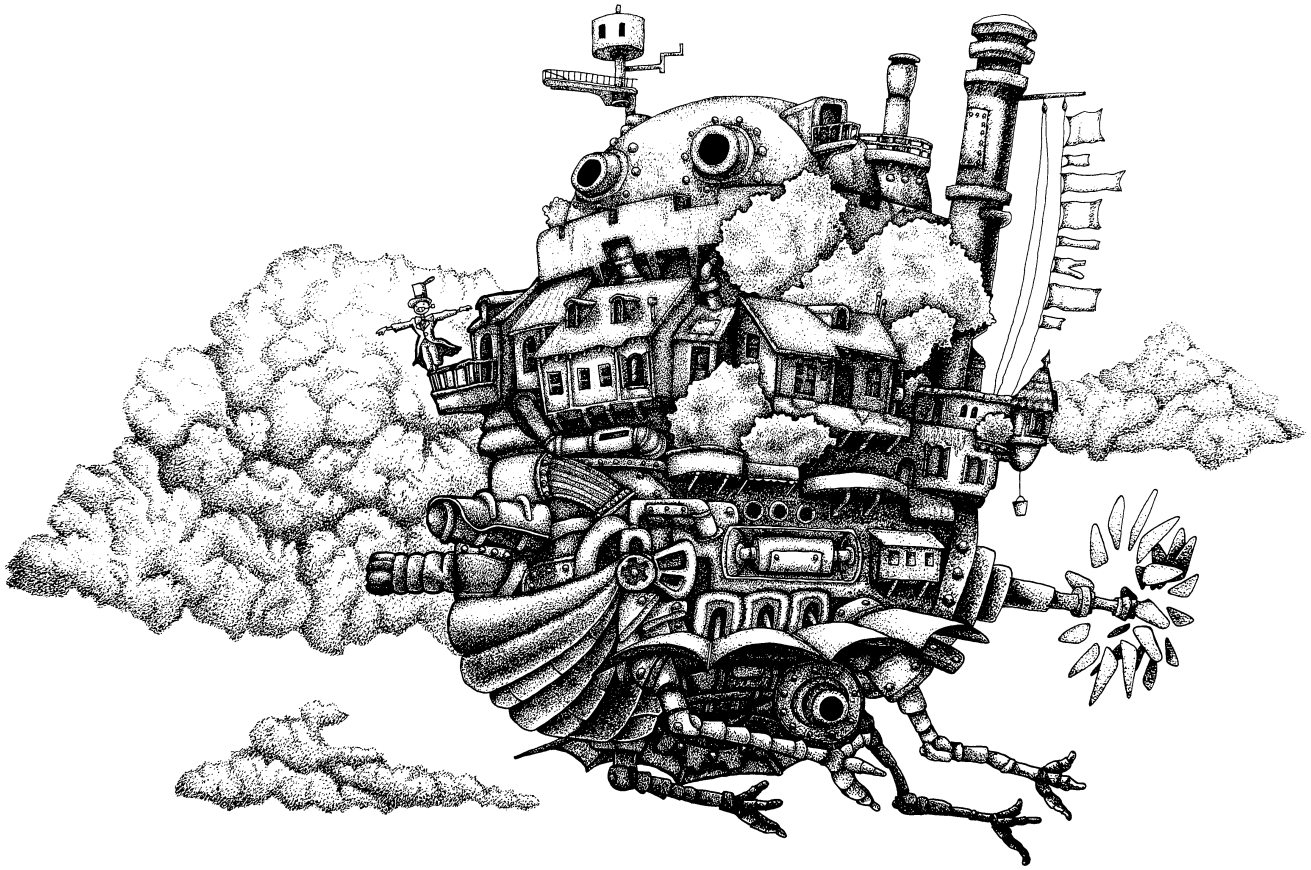
UNIVERSITÀ DEGLI STUDI DI MILANO

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 |
| 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<br>• 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<br>• Reference art, event diagrams, flowcharts, etc. |
| XX/01/2019 | • Show<br>• 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
│   │   ├──Characters Maps
│   │   ├──Heen
│   │   ├──Howl Jenkins Pendragon
│   │   ├──King Breunor
│   │   ├──Layton
│   │   │   ├──Layton After Transformation
│   │   │   └──Young Layton
│   │   ├──Madame Suliman
│   │   ├──Markl
│   │   ├──Sophie Hatter
│   │   └──Witch of the Waste
│   ├──Levels
│   │   ├──Ingary
│   │   │   ├──Kingsbury
│   │   │   │   ├──City Center
│   │   │   │   ├──King's Castle
│   │   │   │   └──Suburbs
│   │   │   ├──Porthaven
│   │   │   │   ├──Harbour
│   │   │   │   ├──Market
│   │   │   │   └──Ship
│   │   │   └──The Waste
│   │   │       ├──Folding Valley
│   │   │       └──Moving Castle
│   │   └──Radme
│   │       ├──Clearing
│   │       │   └──Fortress
│   │       ├──Dark Mountain
│   │       │   └──Castle
│   │       ├──Radme
│   │       │   ├──Castle
│   │       │   ├──Sewers
│   │       │   └──Temple
│   │       ├──Roaring Hills
│   │       │   ├──Mine
│   │       │   └──Village
│   │       ├──Salt Marina
│   │       │   ├──Bazzar
│   │       │   └──Harbour
│   │       └──Swamps
│   └──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