



WASTELANDS TEAM

Purpose	Define rules for files and directories
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Game Title

PONG - Game and Level Design

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Revision History		
Who	When	What
Francesco Periti	2/11/2018	Created this document
Someone	2/11/2018	Added some conventions
Someone	2/11/2018	Added some content
Someone	2/11/2018	Created a reference section

1 Software List

Put here a list of the software you are going to use. Versions are required and do not underestimate OSs version. Once this list is public every member is committed to use it. Whatever is not listed here can be supposed to be free for everyone to choose (recipe for disaster).

1.1 Asset Editing Software

Blender, Photoshop CC 2018, Maya

1.2 Development Software

NWN Toolset, GIT

1.3 Organization Software

Office 2016, LaTeX

1.4 Environments

Windows 10

2 Data Types and Format

This is very dependent from the previous section. Based on the tool you use there are preferred format. It is also true the opposite: can start from here to decide the software list. You should have one subsection for every category of data you need to manage.

2.1 Text

In order to have elegant and tidy files, you have to work with files. Every LaTeX file has 100% compatibility with any other LaTeX file.

2.2 Images

Each logo-images has to be png-format.

tif, png, svg jpeg, jpg, bmp, gif for refence pictures Size defined according to image category (texture, portrait, input button)

2.3 Video

mkv

2.4 Audio

Sampling rate:

2.5 3D Models

Maximum number of triangles: Scale:

2.6 etc etc

For each category, you must set a policy about encoding parameters. Encoding parameters depend on the data type. For text, stating microsoft doc can do (then you have to see the previous section to understand which version of office to use). For video, you must set resolution, encoder, and encapsulation format at least. About resolution, you are not strictly required to set just one, you may have multiple based on the purpose of the image/video. You can also set rules about binary size or content, it is all up to you.

DO NOT waste your time setting policies for data types you are not using. You can add them later, when introduced in the project.

3 Data Storage and Access

Where the data (shared among the team) is stored and who is in charge to manage it. Put here all the required information to access the data. A new team member should be able to start working just starting from this document.

3.1 Backup

How you do it and Who is in charge to perform it.

4 Directory Structure

In order to develop a ordered project the following structure has been established:

- **Documents** : inside this directory there is each file that composes the current level design document and all the images.
 - `levelDesignDocument.tex` : this is the current level-design-document file. It contains many references to the LaTeX files that compose it.
 - **Characters**: this directory contains everythings about characters.
 - **Images**: this directory contains every useful images for the project.
 - **GoalsOutline**:
 - **Synopsis**
- `dataManagmentDocument.tex`: this is the current data-managment-document file. It learns you everythings about the project.

Devise a directory tree (or rules to create a directory tree) in a way that each file can be located in only one location. This part is not trivial, at all. No tree is perfect (once again, it depends on the project). Better give also rules about how to walk the tree. Pictures here could also be useful.

TIP: In every directory, subdirectories should be on the same conceptual level. i.e., putting textures and maps as possible choices may not be a good idea.

5 File Naming Convention

During the project development has to be respected the following conventions:

1. the name of each directory and each file has to be significant;

2. the name of each file has to begin with a lowercase character and has to go on with any amount of lowercase character. Each time you want to separate two words within a file name, you have not to add a blankspace between them but you have to make the first character of the second word uppercase.
3. the name of each file has to begin with a uppercase character and has to go on with any amount of lowercase character. Each time you want to separate two words within a directory name, you have not to add a blankspace between them but you have to make the first character of the second word uppercase.

Provide rules name every kind of file (see also Sec. 3). It is a good option to provide labels for encoding (or size in case of pictures) but also labels for their function inside the project (e.g., to distinguish tile textures from mesh skins).

TIP. You can use keywords (providing a conversion table) to avoid extremely long names.