Decolonized Minds Contract

This group contract's intention is to make clear the roles and responsibilities of each team member working on this project. It is also to make known all methods and strategies for dealing with different matters and the consequences of certain actions by the parties involved.

Members and Roles

Project Manager - Dain Gabriel (1500937)
Programmers - Dain Gabriel (Lead) (1500937) & Ryan Leong (1706969)
Designer - Ryan Leong (1706969)
Artists - Percy Mthimkhulu (Lead) (1371248) & Mamello Raboroko (1609522)
Sound Design - Lucky Cungwa (1668688)

Role Breakdown

Project Manager:

- Responsible for all team documentation and scheduling for each member.
- Checking up on team progress and making sure things are going along with the schedule, if not, taking the necessary actions needed to get back on track.
- Quality Assurance checks on all work produced.
- Discussing all matters, good or bad, with the team or individuals involved.

Programmers:

- Ensuring reliable and working code done to the best of your ability.
- Responsible for anything programming related.

Designer:

- Ensuring the assets and work produced are in line with the design document.
- In charge of checking the overall flow and feel of the game.
- Level designing and gameplay structure.

Artists:

- Creating all art assets (models, animations, etc) to the best of your abilities and keeping them consistent with the guidelines set out by the design document.

Sound Designer:

- Creation and implementation of all sounds required for the game and ensuring the quality of sound.

Sign Offs

All things programming related will be dealt with by the lead programmer, or a general team consensus if the matter requires the entire teams' opinions.
Art assets will be handled by the designer along with the lead artist.
The revision and/or backtracking of things will be discussed by the corresponding team members along with the project manager to discuss the best course of action and re-evaluate schedules etc.

Processes

Art Assets: we are using a low Poly style that can still reflect a sense of realism. Inspiration came from games such "Aragami" and "The Witness". They objects are defined by shapes but still maintain realism. They use saturated colours whether they are warm or cold. The environment will be dark and dominated by shadows.

Characters:
Abreham, Kobus, Thabo and George. Each Model will be made in this process:

1. Low poly model.
2. Slight adjustment of the low poly to the high poly (Sculpting).
3. Rigging and Animation.
   Kinds of animations Kobus and Thabo= Walk, shoot, spotting.
   Abreham = hand walk, climb and pick up and throw.
   George= flight (Wings flap) and take-off and landing.

First 3 steps will be ready for the alpha version on the **2nd October 2019**. Full completion of this to be done by **30th September**.

Once that is all done the final steps will be:
4. Baking the different maps needed for each character and painting them. This will be done during October in preparation and will be ready for the Beta.
5. Environment:
   Circus = tent, tight ropes, booths, lights, decorations.
   Savanah = trees, rocks and bushes.

This will also be worked on during October and must be done by the first week in November.

Programming: All code should be appropriately commented and created as efficiently as possible. The comments are for the general understanding of all team members and allows for the shifting of workload should it be required to do so. Code must be structured in an orderly manner.
There should be a fully working player first-person character controller and tutorial mission by the Alpha version.

The Beta version will include a working AI system and add-on player mechanics (surveillance mechanics etc.) and the full coded implementation of animations and working sounds.

Player Controller:
- First-person controller.
- Walk, run and sneak mechanics.
- Climbing and interactions.
- Placing surveillance beacon at certain distance from player.
- Player different sound level production for movement mechanics.

Enemy/AI:
- State machines and Navmesh.
- Sound and line of sight detection.
- Sound production.
- AI pathing.

Sound: For the game the right sounds are needed to support the visual action in the game and sounds which will set the mood and perhaps influence the players emotion.

Foley Sounds (Realistic subtle sounds) – subtle sounds which would normally convince the listener(player) to believing that they are realistic sound you would expect in real life, such as breathing, footsteps. Such sounds will be used in this game to create a certain level of believability. For designing each sound there must be multiple recorded series (multiple attempts) to have a variety of choice and quality to choose from.

Balance the levels/volume of sounds by equalizing the sounds and removing unwanted frequencies (e.g. background noise).

Player Sounds:

- Footsteps (Gorilla steps)
- Breathing Sound (Idle + Running + walk)– This can also be perceived as a measurement of stamina. For examples, faster breathing sound would signify fear and decrease of stamina and increase of speed.
- Footsteps (based on ground type) – different terrain = different sound + different volume
- Hurt Sound - An aural cue for the player when they dealt damage.

Enemy Sounds:

- Footsteps (walk + running) – natural human sound footsteps walking on grass, sand depending on the type of textures we will be using. These sounds will be aural cues which will alert the player about where the enemy is and/or when they have been spotted.
- Gun (cocking + shoot) - An aural cue for the player when they are being attacked. This sound will create suspense and awareness for the player that the enemy is about to shoot.
- Voices/chat – An aural cue to signal the player about the enemies' location and alert the player where they should or should not go.

Environment Sounds:

- Ambient nature sound (wind, trees, bird etc.) – sounds of moving cars will offer awareness of the surrounding.
- Opening steel gate
- Radio/media announcement about a missing animal - Awareness of the purpose of playing.
- Background music – suspense music will be played during when the player is running away from the enemy to create a feeling of tension and suspense.

Voting System

Anything involving scheduling and deadlines will be decided upon by the project manager. Other members may discuss problems with the project manager should they arise.
All other assets will be done using a majority team vote as many people may be filling as multiple roles within the team.
Ties will always be broken by the project manager.

Failure to Meet Deadlines

The failure to meet any of the schedules deadlines, by any member, set out by the project manager will be dealt with by using a striking system. Each unmet deadline will lead to a strike to that person. For every **3 strikes, 5% will be deducted** from that individuals mark. Late deadlines are considered to be the absolute latest date for the asset to be complete, usually 24-48 hours after the initial deadline, if requested, otherwise the initial date is considered as late. These penalties may be avoided if any potential late deadlines are discussed with the project manager well in advance. Penalties earned by any individual will be notified to the group through formal documentation and tracked on a penalties sheet for all members to see.

Agreement of terms by parties involved

By signing this I agree to and understand all the terms set out in the documentation above. I will work to the best of my abilities to provide the team with the best quality work I can produce. I will communicate effectively with the team. I will respect other roles, responsibilities and opinions within the team. I accept all repercussions should I not abide by the terms set out in this contract.

X

Dain Gabriel
Project Manager and Programmer

X

Ryan Leong
Designer and Programmer

X

Percy Mthimkhulu
Lead Artist

X

Mamello Raboroko
Artist

X

Lucky Cungwa
Sound Designer