Data Organization Document

VERA VERTO

Project's title:
The Dark Lady awakens

Team members		
Name	ID number	E-mail
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1 Cover

Purpose	Description of the sotware used for the realization and the organization of the game prototype
Creation date	21/10/2020
Current owner	Margherita Orlando
Last modification	19/12/2020

Revision History		
Who	When	What
Margherita	21/10/2020	Created the logo with the information, the cover and the software list
Margherita	23/10/2020	Created the Data Types and Fortmat and the Data Storage and Access
Margherita	25/10/2020	Updated the Data Storage and Access and created the Directory Structure

Margherita	26/10/2020	Created the File Naming Convention
Margherita	02/11/2020	Updated the File Naming Convention
Margherita	05/11/2020	Updated the Directory Structure
Margherita	07/11/2020	Updated the Directory Structure
Margherita	08/11/2020	Updated the Directory Structure
Margherita	19/11/2020	Updated the Directory Structure, updated the Software List, updated the Data Types and Format and changed the project's title
Margherita	27/11/2020	Updated the Software List
Francesco	30/11/2020	Added icons to Directory Structure
Margherita	01/12/2020	Updated the Directory Structure
Francesco	1/12/2020	Added GamePlay to Directory Structure
Margherita	06/12/2020	Updated the Directory Structure and Data Types and Format
Margherita	10/12/2020	Updated the Directory Structure
Margherita	15/12/2020	Updated the Directory Structure and the File Naming Convention
Margherita	19/12/2020	Updated the Data Types and Format

2 Software List

Category	Name	Version
Asset Editing	Adobe Photoshop sketch	2.2.321
	Adobe Photoshop 2020	21.0.0
	Inkarnate (Webapp)	Free
	Piskel	0.14.0
	The sims	4
Development	SketchUp Make 2017	19.2.222
Organization	Word	Microsoft Office Professional Plus 2019 Preview
	Git	2.29.0
	Excel 2019	16.0.13524.31875
Environments	Windows	10
	Android	10

3 Data Types and Format

3.1 Text

Format: .docx, .pdf

3.2 Pictures

Category	Subcategory	Format	Resolution
Characters	References	.png	1080 x 1920 px
	Icons	.png	128 x 128 px
	Interpersonal Circumplex	.png	1000x1000 px
	Relationship Maps	.png	1000x1000 px
World Map	References	.jpg	2048 x 1536 px
	Icons	.png	191 x 221 px
Blueprints		.jpg	960x678 px
Diagrams	World Diagram	.jpg, .drawio	691 x 1161 px
	World Interconnection	.jpg	20148 x 1536 px
	Flowchart	.jpg	1298x2176 px
	Goals Outline	.jpg	631x903 px
Histograms		.png	2048x1364 px

Some icons have been taken from the *icons8.com* website.
Histograms have been made on the *spark.adobe.com* website.
Blueprints have been made on the *floorplanner.com* website.

3.3 Audio

Audio files have been taken from the *freesound.org* website.

Format: .wav, .mp3

4 Data Storage and Access

Data Storage on Git in the Pong repository, managed by Simone Guzzi.
Access:

Provide your public key, possibly in RSA format. Than you can access the archive using
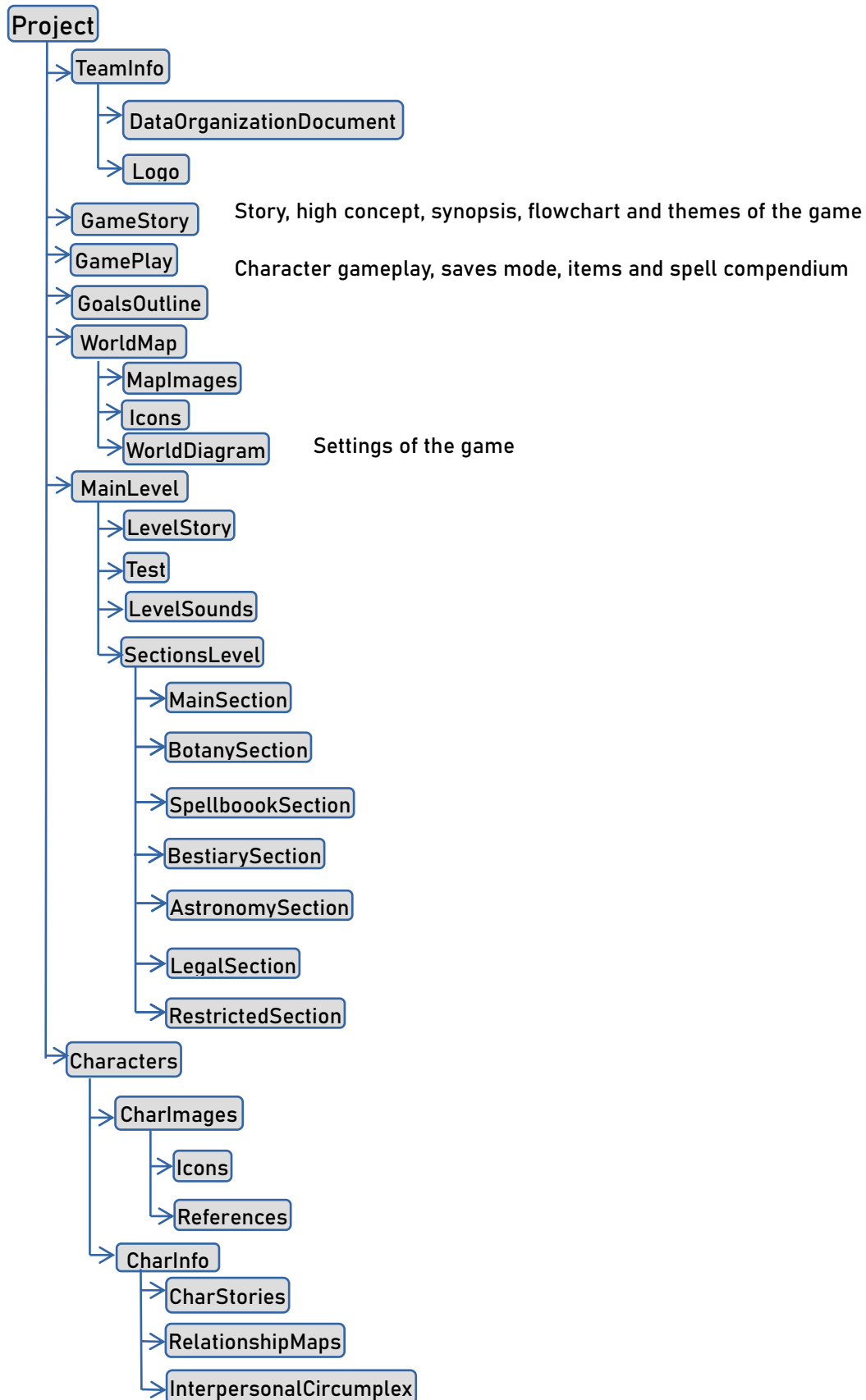
git clone git@pong.di.unimi.it:GLD/20/VeraVerto

4.1 Backup

A copy of the project is located on an external hard disk managed by Margherita Orlando and updated every week.

5 Directory Structure

The hierarchy of the directory structure is made in order to have a clear view of the project. therefore it is recommended to check the files in the order shown.

- Project
  - TeamInfo
    - DataOrganizationDocument
    - Logo
  - GameStory — Story, high concept, synopsis, flowchart and themes of the game
  - GamePlay — Character gameplay, saves mode, items and spell compendium
  - GoalsOutline
  - WorldMap
    - MapImages
    - Icons
    - WorldDiagram — Settings of the game
  - MainLevel
    - LevelStory
    - Test
    - LevelSounds
    - SectionsLevel
      - MainSection
      - BotanySection
      - SpellboookSection
      - BestiarySection
      - AstronomySection
      - LegalSection
      - RestrictedSection
  - Characters
    - CharImages
      - Icons
      - References
    - CharInfo
      - CharStories
      - RelationshipMaps
      - InterpersonalCircumplex

6 File Naming Convention

Each file must have a naming convention written with a short description of the file. Look at the table "Keywords for labels" to write the short description.
If the file refers to one of the characters, the naming convention must be written as follows:

CharacterName_Keywords

Keywords are inserted in the table in alphabetical order.

Keywords for labels	
Audio	Aud
Blueprint	Blu
Character	Char
Diagram	Dgm
Image	Img
Information	Info
Interpersonal Circumplex	IntCir
Level	Lvl
Relationship map	RelMap
Statistics	Stat
Story	Str
Video	Vid
Visual	Vis
World	Wld