HospiKids

Plan of approach: set-up

Version 0.2

Rosmalen, 1-october-2014

<www.HospiKids.nl>

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# Introduction

Our concept to create a gaming platform for kids in care facilities has been around now for a couple of years. At this point we want to build momentum for the project again. Prior to this document we wrote a document describing our initial basic ideas for our concept. See: outlineCombi\_HanRon.doc

The goal of this plan of approach is to transform our basic concept into a description of a number of concrete steps that need to be taken to get from start to finish.

The team members will be divided into the core group of people that will make certain commitments to the project and contributors that have a role in the project that is less of a commitment to contribute a set amount of time or uphold a specific responsibility like project management.

# Areas of development

This chapter briefly describes the areas of development for the set-up phase of HospiKids. All areas are initially coupled with one or more team members. Each area of development must be reviewed to ascertain whether it merits its own development document. This chapter only describes a brief outline of all the areas of development for the set-up phase.

## Development environment

We will be setting up an environment for document and in the future source code storage. It’s important that the environment we chose has a good versioning system and an open share model. We do not want our environment to be closed off to people wanting to contribute on a very lose basis. Basically allowing them to contribute without requiring credentials specifically for this project.

We may need to use an initial system that we already know and transfer to a more fitting system later. We would like to prevent having to do this but the knowledge level of the eventual system must be high enough with all team members to work with it in a representative manner.

Besides the actual development environment being setup documentation should be written to allow other people to partake in the project while being fully aware of how to use the development environment.

* Person(s) responsible for setup: Han, Ron (documentation check)
* Deadline: February 2015

## HospiKids ecosystem

We will be describing the ecosystem of HospiKids by documenting a number of important features including:

* The way citizens/occupants/ live in HospiKids (terminology TBD)
* The protection mechanisms we will implement to combat unwanted or criminal behaviour such as bullying and paedophilia.
* How to start your virtual life in HospiKids.
* How your virtual life closes in HospiKids due to external factors such as leaving the care facility or a changed life status.
* How to add friends and family to HospiKids.
* How to meet people already in HospiKids and describe the limitations.
* How game scores and badges relate to the social component of HospiKids and vice versa.
* The way in which we want to promote strong social behaviour in all parts of the HospiKids virtual world.
* Person(s) responsible for setup: Han & Ron
* Deadline: November 2014

## Creating a wiki for team members

The team wiki will contain a number of base values and rules that the code and documents to be written should adhere. These base values can consist of all sorts of guidelines from coding standards to design concepts.

* Person(s) responsible for setup: Han
* Person(s) responsible for content: all team members (curation by core group)
* Deadline: February 2015

## Creating a wiki for anyone who is interested

The open wiki will contain specific information for all parties interested in the way the HospiKids virtual world works. The goals for this wiki is to be far removed from technical jargon. Basically, this wiki should be an easy read for non-technical people.

* Person(s) responsible for setup: Han
* Person(s) responsible for content: alle teamleden
* Eindredactie: Ron (om leesbaarheid te borgen)
* Deadline voor livegang wiki: januari 2015

## Setting up an informative website

We will be setting up a website at [http://www.HospiKids.nl](http://www.hospikids.nl) which will mainly serve as a brochure site. For more depth people will be diverted to the appropriate wikis. This is also where our call to action from (financial) contributions will be placed.

Our first priority will be the design of the website. De content of the website will mostly depend on the HospiKids ecosystem described in 2.2 above.

* Person(s) responsible for design: Ron
* Person(s) responsible for development: Han & Ron
* Person(s) responsible for content: Han & Ron
* Deadline for go-live: December 2014

## Using social media (Facebook & Twitter)

As soon as any public messages will be sent, the first of which will most likely be the go-live of the website, we will announce this on both Facebook and Twitter. The accounts for which have already been created. They even have some followers at the time of writing.

* Person(s) responsible for design: Ron
* Person(s) responsible for content: Everyone that will have access to Facebook and Twitter.

## Setting up crowdfunding

At a certain point in time funding for the project will be needed. However at first we will start by building momentum so we can show our financial contributors that there is a good outlook for a viable product. We will need enough traction with potential team members of all required disciplines.

We have not made any choices yet about the platform we want to use for our crowdfunding. Considering the fact that HospiKids will allow for use in many different settings and even countries we might need to consider an international crowdfunding platform or use multiple platforms at once. Though it is important that we can maintain financial transparency. Furthermore, a serious consideration will be the amount of the service fee of any crowdfunding platform. We accept that such a service fee may be unavoidable but we want to be very careful so as to maximize the amount of funding we can actual use for the project itself.

* Person(s) responsible for crowdfunding: TBD

## Press

Press releases will need to be written.

* Person(s) responsible for writing press releases: TBD

## Core Team Members, Contributors and External Consultants

HospiKids will have two different types of team members. The first group will be called the Core Team Members and the second Contributors. Furthermore we will be using External Consultants though we will not consider them team members by definition.

At this point we know some people that might be willing to help us in the development of the project. The people we have approached up to this point range from developers, artists and phycologist. In the future we will need more people to help out from all kinds of fields. We expect that recruiting team members will become a bit easier once we have more illustrative material.

### Core members

Core team members will have committed to a certain effort be it based on the number of hours they will work on HospiKids or taking a responsibility upon themselves. For instance, Ron and Han will, as founders, be Core Team Members (CTM). They will input time and effort and commit to certain tasks some of which have been outlined in this document. A CTM will be considered to have more responsibilities due to their level of commitment. As an example, project management is a task that can only be done by a CTM since this is a standard requirement. We cannot skip project management due to the fact that someone doesn’t have time that particular month. Other duties that we still need to index will require a CTM to perform.

### Contributors

Contributors are people that have less responsibility and we could even consider a fully open model where we don’t even need to know who will contribute in advance. Simply use the model of pull requests for instance. This will allow people to be flexible in their time they contribute to the project. We need this type of team member so we can get people involved without telling them to commit at least a certain amount of hours of finish something before a deadline. Though if someone request a certain feature as a contributor. As in, they want to develop, write or design it we may still agree on a deadlines but they will be set with the input of the contributor weighing heavily upon them.

### External consultants

At a certain time during the development of HospiKids we may reach a point where we don’t have the expertise in the team to reach a certain goal. After a process of careful consideration we will hire external consultants. These consultants are not considered to be team members. Therefore, we will not consider them to be team members. This excludes them from any compensation cap we decide on for CTM.

## Organisational works

* Form a foundation
* Draw up contacts for team members
  + Code ownership
  + Adherence to any “fair play” type agreements
* Cover our interests
* Time registration
* Financial administration (fully public)

## Financial administration and compensation

An absolute must for the project is to be completely open about the way we spend our funds. We feel obliged not only to make this information available but to make it **easily** available to anyone.

We aim to work with mainly unpaid team members but we are aware that this may decrease the momentum of the project. For this reason we foresee partial compensation for CTM and external consultants. Compensation amounts for CTM will be capped.

# Schedule

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| . | Nov 2014 | Dec 2014 | Jan 2015 | Feb 2015 | Mrt 2015 | Apr 2015 | Jun 2015 | Jul 2015 | Aug 2015 |
| 2.1 ontwikkel omgeving |  |  |  |  |  |  |  |  |  |
| 2.2 schematische wereld |  |  |  |  |  |  |  |  |  |
| 2.3 wiki ontwikkelaars |  |  |  |  |  |  |  |  |  |
| 2.4 wiki algemeen |  |  |  |  |  |  |  |  |  |
| 2.5 website |  |  |  |  |  |  |  |  |  |
| 2.6 social media |  |  |  |  |  |  |  |  |  |
| 2.7 crowdfunding |  |  |  |  |  |  |  |  |  |
| 2.8 publiciteit |  |  |  |  |  |  |  |  |  |
| 2.9 Organisatorische werkzaamheden |  |  |  |  |  |  |  |  |  |