

# Roguelike Game Maker

Team Standards Assignment

CS 461 - Senior Software Engineering Project

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## Project Goals

The goal of this project is to create a web-based roguelite game-maker in which a user is able to design and build their own deckbuilder dungeon crawler games. Users will be able to fully customize core game elements such as characters, abilities, card pool, starting decks, relics, maps, probabilities, and fighting mechanics through an intuitive creation system.

There will also be an integrated game testing and play mode in which users can iteratively adjust key mechanics and probabilities to make balanced and engaging gameplay experiences. Once the games are complete, they will be able to be played in full.

As it comes to stretch goals, the team is aiming to either broaden the scope of the system to support additional roguelite subgenres or implement a publish and share system that allows creators to publish and distribute their finished game to other users, whether they are creators or players.

## Communication Policy

The team will primarily use Discord for communication. All members have been invited to the group discussion, and communication is set to be both asynchronous with scheduled synchronous “update meetings” through voice communication. Canvas, as well as email, will be backup modes of communication in the event a team member cannot be reached.

Team members have 72 hours (three days) to respond to communications. If a communication is about a project component deadline that is due within 72 hours (three days), team members should respond no later than 24 hours before the due date.

If, in the event a temporary circumstance bars a member's ability to contribute, communicate as early as possible with the team to arrange completion of any assignments or deadlines. **If in the event of an emergency or a change in life circumstance, contact the course instructor and/or instructional team first.** Afterwards, communicate with the team per the former in a capacity comfortable to the individual.

## Project Management Tools

Documentation of progress, as well as coursework containing a written component, will be done using Google Docs. All team members must be invited to participate and contribute to the documents upon creation. GitHub comments or documents that serve a function in these written components must be attached or rewritten into the written document as well before turn-in.

Contributions to written documents, unless stated as a direction of an assignment, do not need to be annotated by their respective author. It is expected that each team member will contribute as fairly as possible, and within the capacity afforded to them.

# Code Repository

Team members will use GitHub for code version control. Code features will be developed in branches and then submitted via pull requests to the main branch. Each pull request will be reviewed by all team members.

Any changes or updates made in GitHub are expected to be documented within GitHub. If these comments serve a function as part of an assignment, these comments are expected to be either paraphrased or copied in their entirety into the written component as well.

# Work Quality

Any major component of the project is expected to be tested by the individual in charge of that component first. Unit testing and the use of debugging tools are expected in order to remedy any obvious bugs or issues before committing to the group codebase. Group members are also allowed, and expected, to ask for help with any issues in order to facilitate a collaborative process working on the project.

# Conflict Management

Our group is committed to maintaining positive attitudes, open minds, and accessible lines of communication at all times during the project. We will encourage creativity by actively participating, as well as giving equal consideration to each member's ideas and contributions. When disagreements arise, we will calmly evaluate the pros and cons of whatever matter is presented, as well as seek consensus through compromise.

To prevent last-minute conflicts, we will strive to have deliverables completed at least one to two days in advance of any deadline. This is to allow time for thorough discussion and review of any concerns or last-minute contributions brought forth. If disagreements are not resolved, our group will reach out to the course instructional team in a positive manner to seek outside feedback.

# Team Roles

In our senior capstone project, all team members will collectively share responsibility for the various roles required to complete the project successfully. Rather than assigning fixed positions such as Project Manager, Team Lead, or Developer, we will rotate and adapt based on the needs of the project at any given time.

Each member will contribute to planning, task management, technical development, design, testing, and communication. This flexible approach ensures that everyone gains experience in all aspects of the project and allows us to support one another effectively as challenges arise.

# Team AI Policy

It is expected that, minimally, group members will adhere to the course's outlined policy on artificial intelligence. The university's overall guidance on the use of AI tools will be used as a backup to address any additional concerns or questions regarding the use of AI tools. If these policies change either at the course or university level, all group members are expected to review and follow the *newest* guidance set forth.

No additional rules or restrictions are imposed by the group on other members. It is expected, however, that use of AI in any capacity will be answered honestly when questioned. It is also expected that no judgment or personal opinions will be imposed upon others for the use or non-use of AI tools in any capacity.

# Playtesting and Feedback Policy

To ensure a high-quality player experience, our team will conduct regular internal and external playtesting sessions throughout development. Each sprint or development cycle will include a playtesting milestone where the team collectively evaluates the current state of the game. Feedback will be documented and reviewed during team meetings to prioritize any necessary changes. We will also invite non-team members (classmates, friends, or mentors) to playtest and provide unbiased feedback on gameplay, user interface, difficulty, and overall fun. This process ensures a balanced and engaging game experience, while also surfacing issues early enough to resolve them without major setbacks.

# Asset Management and Licensing Policy

All game assets, including art, animations, sound effects, music, and fonts, must either be original, royalty-free, or properly licensed for use. The team will store and manage these assets within the GitHub repository, using Git LFS if necessary for larger files. Assets will be organized using a consistent folder structure and naming convention to ensure clarity and prevent confusion during development. Any updates or additions to assets should be clearly communicated to the team via Discord and documented in the project management tool. If an asset requires attribution or has specific licensing terms, this information will be tracked in a shared document within the repository to ensure compliance and proper credit.