

# THE DARK LADY

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## AWAKENS

### DATA ORGANIZATION DOCUMENT

**Current Owner:** Niccolò Cappellini

The **purpose** of this document is to show which software applications will be used for the development of the project. There will be defined the standard protocols to follow such as how to handle Data Types and storage, the directory structure, naming convention and how the data is stored.

Creation date: 16/10/20 15:15

#### REVISION HISTORY

Last Modification: 09/01/21 12:30

WHO	WHEN	WHAT
Niccolò Cappellini	16/10/2020 15:15	Document created
Ridiculus Boggarts	16/10/2020 17:48	First draft of the document
Niccolò Cappellini	16/10/2020 14:06	Added Whiteboard link
Niccolò Cappellini	29/10/2020 14:00	Updated Directory Structure and File Naming Convention
Niccolò Cappellini	04/11/2020 16:59	Updated font format
Ridiculus Boggarts	16/11/2020 17:55	Added Milestone 1 review suggestions
Niccolò Cappellini	24/11/2020 10:03	Updated SW list and naming convention
Stefano D'Ambra	18/12/2020 16:34	Updated directory structure
Ridiculus Boggarts	18/12/2020 17:23	Revision
Ridiculus Boggarts	09/01/2021 12:30	Added Unity data types & format and directory structure

## SOFTWARE LIST

### Organization Software

Google Documents (2020), Discord (V. Stable 69536), Whiteboard (V. 20.10)

### Development Software

Github Desktop (V. 2.5.6)

Unity 2019.4 with ProBuilder (4.4.0) plugin for the models, JetBrains Rider 2020.2.

### Editing Software

Photoshop CC 2018, Diagrams.net (13.8.6), Piskel (v0.14.0), RPG map editor 2 (16.2), Vegas (16.0)

### Environments

Microsoft Windows 10 (1909)

## DATA TYPES & FORMAT

### Text

Details in the dedicated appendix section.

### Pictures

\*.png, \*.jpg, \*.psd (Photoshop project extension), \*.drawio (Diagrams.net project extension), \*.piskel (Piskel project extension), \*.json (RPG map editor 2 project extension).

- General jpg image standard:
  - Resolution: Min = [32px, 32px], Max = [5120px, 5120px]
  - Dpi: Min = 72, Max = 300
- General png image standard:
  - Resolution: Min = [32px, 32px], Max = [5120px, 5120px]

### Unity

\*.anim, \*.controller, \*.tff, \*.mat, \*.prefab, \*.unity, \*.cs, \*.asset, \*.png, \*.jpg

- General sprites standard:
  - Resolution: Min = [32px, 32px], Max = [4096px, 4096px]

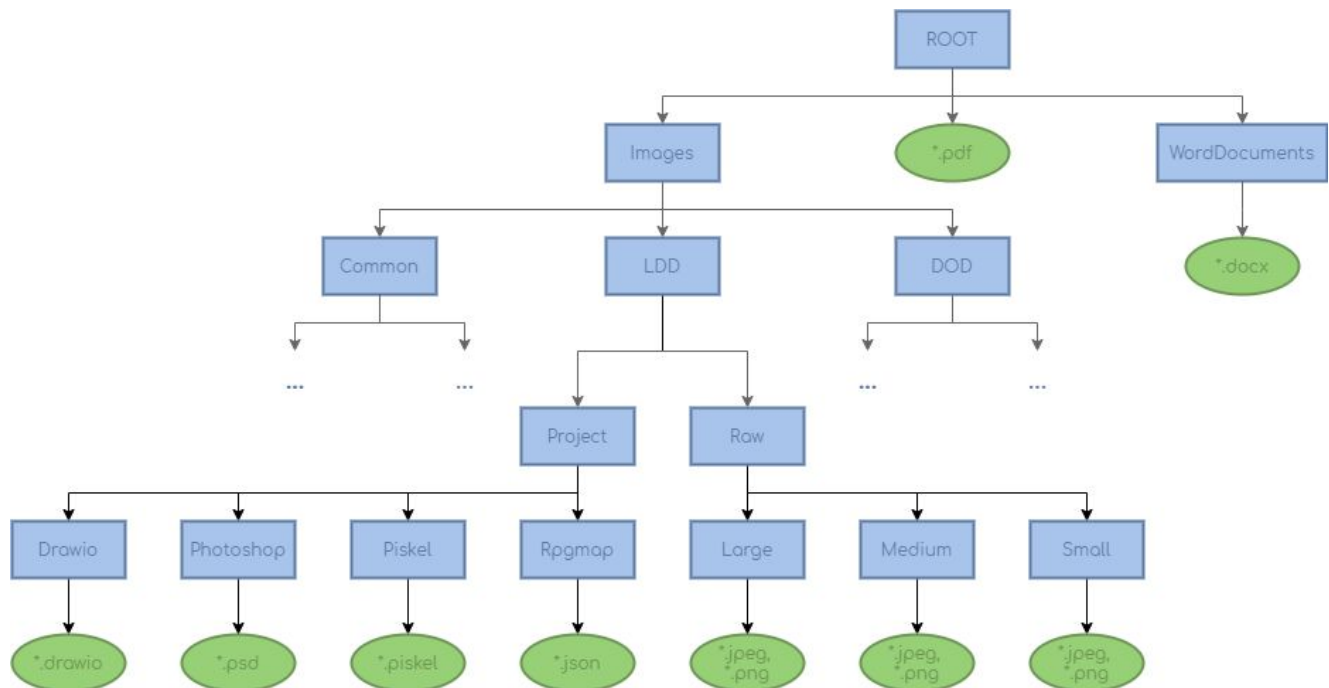
## DATA STORAGE & ACCESS

The team has a shared Google Drive folder for quickly sharing all needed files, whereas all the datas that are going to be used will be stored into a GitHub repository.

### Backup

All files about the project are available on GitHub repository, managed by Edoardo Carrer and a copy of the project is stored in our personal pc.

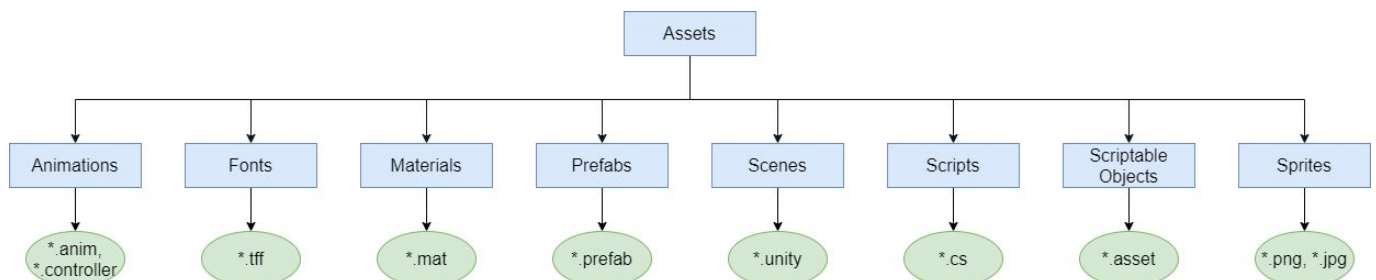
## DIRECTORY STRUCTURE



In the root folder is possible to find the pdf version of the documents whereas their docx version can be found in WordDocuments folder, inside Images. The images are organized in subfolders based on use: in common we find the images used in all documents, in LDD the images used only on LDD and so on. Every type of image must be inside a folder named "Raw", while each file related to an editing software must be inside a folder named "Project".

Inside the "Raw" folder there are 3 subfolders: "Small" (maximum size 512x512px), "Medium" (maximum size 2048x2048px) or "Large" (maximum size 5120x5120px). In the folder "Project" there are 4 subfolders: "Photoshop", "Drawio", "Piskel" and "Rpgmap".

## UNITY STRUCTURE



## FILE NAMING CONVENTION

For folders: Camel Case (e.g. FolderName)

For files: Prefix shown in the table 1 followed by specific code in table 2 then Camel Case followed by extension (e.g. IMG\_SET\_FileName.ext)

Prefix	Type	Format
IMG_	Images	*.jpeg, *.png
PRJ_	Projects	*.psd, *.drawio, *.piskel, *.json
DOC_	Documents	*.docx, *.pdf

table 1

After a prefix, a semantic abbreviation can be added to give more information. It's possible to concatenate more abbreviations when needed, but they must respect an alphabetical order (e.g. IMG\_LVL\_1\_MAP\_cavern.ext).

<prefix>BHV_	Behaviour
<prefix>BT_	Battle
<prefix>CH_	Character
<prefix>CHR_	Character relation chart
<prefix>CHW_	Character wheel
<prefix>CLT_	Collectable
<prefix>ENM_	Enemy
<prefix>FLW_	Flowchart
<prefix>GNR_	General
<prefix>ICN_	Icon
<prefix>LVL_N_	Level, where "N" is the level number
<prefix>MAP_	Level map
<prefix>PLR_	Player
<prefix>PZL_	Puzzle
<prefix>SET_	Location settings
<prefix>STR_	Story
<prefix>UI_	User interface
<prefix>VSL_	Visual

table 2

## APPENDIX

### Text

\*.docx, \*.pdf

Font used: Comfortaa

Paragraph Type	Size	Bold	Italic	Underlined
Normal text	11	no	no	no
Title	18	yes	no	no
Header 1	14	yes	no	no
Header 2	12	yes	no	no
Header 3	11	yes	no	no