

# Data Organization Document

## The Dark Lady Awakens



### *Team Accio Niffler*

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## ***Purpose***

The purpose of this document is to contain the major guidelines to follow while working on this project concerning the software to use, the formats and specifications for the files and the backup & versioning policies.

## ***Creation Date***

Since 18/10/2020

## ***Current owner***

Michael Marchesan

## ***Last Modification***

Last Modification: 25/11/2020

## ***Revision history***

<b>What</b>	<b>When</b>	<b>Who</b>
Document created	18/10/2020	Michael
Revision before first update	09/11/2020	Michael
Redesign of the document	18/11/2020	Luca
Directory Structure, File naming convention	19/11/2020	Luca
Data storage and access	20/11/2020	Giuliana
Data types and format	21/11/2020	Michael
Document preparation	22/11/2020	Giuliana
Added export naming, completed some paragraphs	02/12/2020	Luca

Contents

Software List.....4

1.1 Asset Editing Software..... 4

1.2 Development Software ..... 4

1.3 Organization Software ..... 4

1.4 Environments ..... 4

2. Data Types and Format .....5

2.1 Diagrams..... 5

2.2 Text..... 5

2.3 Pictures..... 5

2.4 Video ..... 6

2.5 Audio ..... 6

2.6 Game data..... 7

3. Data Storage and Access .....8

3.1 Backup ..... 8

4. Directory Structure ..... 9

5. File Naming Convention..... 10

# 1. Software List

## 1.1 Asset Editing Software

Software	Version	Platform
RPGMaker MV	1.5.0	Windows
Piskel	0.14.0	Windows
Audacity	2.4.2	Windows

## 1.2 Development Software

Software	Version	For what	Platform
RPGMaker MV	1.5.0	<i>Prototype</i>	Windows
Unity	2019.1.15f1 (Long Term Support)	<i>Release</i>	Windows
Notepad++	7.9.1		Windows
Git	2.29.2.windows.2		Windows

## 1.3 Organization Software

Software	Version	Platform
Notepad++	7.9.1	Windows
Typora	0.9.96 (beta)	Windows
Paint.net	4.2.14	Windows
Pandoc	2.11.1.1	Windows
Microsoft Word	18.2008.12711.0	Windows
Draw.io	13.9.9	Web

## 1.4 Environments

Software	Version
Windows 10	Pro 2004

## 2. Data Types and Format

### 2.1 Diagrams

Format	Description
.drawio	Save format for the draw.io software. It works as a source for diagrams, allowing for easy and quick edits when needed. Diagrams are then exported in the .png format
.png	The image exported from draw.io files to be inserted in the documentation.

### 2.2 Text

Format	Description
.md	Pure markdown with no extensions for actual documentation.
.docx	Temporary files to make documentation more aesthetically pleasing and export to .pdf in case a paged version is required from outside the team. NOTE: the .docx document must NOT change the actual textual content of the document. All content changes must be present in the .md file.

### 2.3 Pictures

.piskel	Piskel project format that keeps all the editing information.
.pdn	Paint.net format that keeps all the editing information.
.jpg and .png (documentation)	Standard format for images with no constraints (for example for documentation pictures like characters' portrait, settings and so on...)
.png (game)	Exported image for game usage.

	<ul style="list-style-type: none"><li>- All images have a 32 bits color depth.</li><li>- Background images: 1920\*1080</li><li>- Tilesets: each tile is 64\*64 pixels.</li><li>- Iconset: each tile is 64\*64 pixels.</li><li>- Faceset: each tile is 256\*256. Each file must contain different facial expressions for the same character.</li><li>- Character set: each tile is 64\*64 pixels. A character set must be 60 tiles wide and at most 4 tiles tall.<ul style="list-style-type: none"><li>- Each 60 horizontally consecutive tiles form a contiguous walking animation, with the 2nd one representing the idle state.</li><li>- Each row represent an animation; non-rotating objects only have one row</li><li>- Objects with an animation for each direction have 4 rows in the following order: right, up, left, down</li></ul></li></ul>
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## 2.4 Video

### *.mkv, .mp4*

Resolution	1920*1080
FPS	60
Audio Sample Rate	48000 Hz
Audio Channels	Stereo

## 2.5 Audio

### *.ogg Vorbis Audio File*

Audio Channels	Stereo
Sample Rate	44100 Hz
NominalBitrate	64 kbit/s

## 2.6 Game data

.rpgproject	Main project file for RPG Maker MV software
.js	For scripting purposes inside the RPG Maker MV software
.json	For storing various asset information inside the RPG Maker MV software

### 3. Data Storage and Access

The team works on the different project's versions through a public repository but with modification permission only for team members. The repository is on Git Hub at the link <https://github.com/Sephithbahamut/Accio-Niffler> owned by Michael Marchesan.

Each role has specific privileges according to the following table:

Role	Privilege
Game Design	read/write/comment/upload
Level Design	read/write/comment/upload
Programmer	read/write/comment/upload
Artist	read/comment/upload
Composer	read/comment/upload

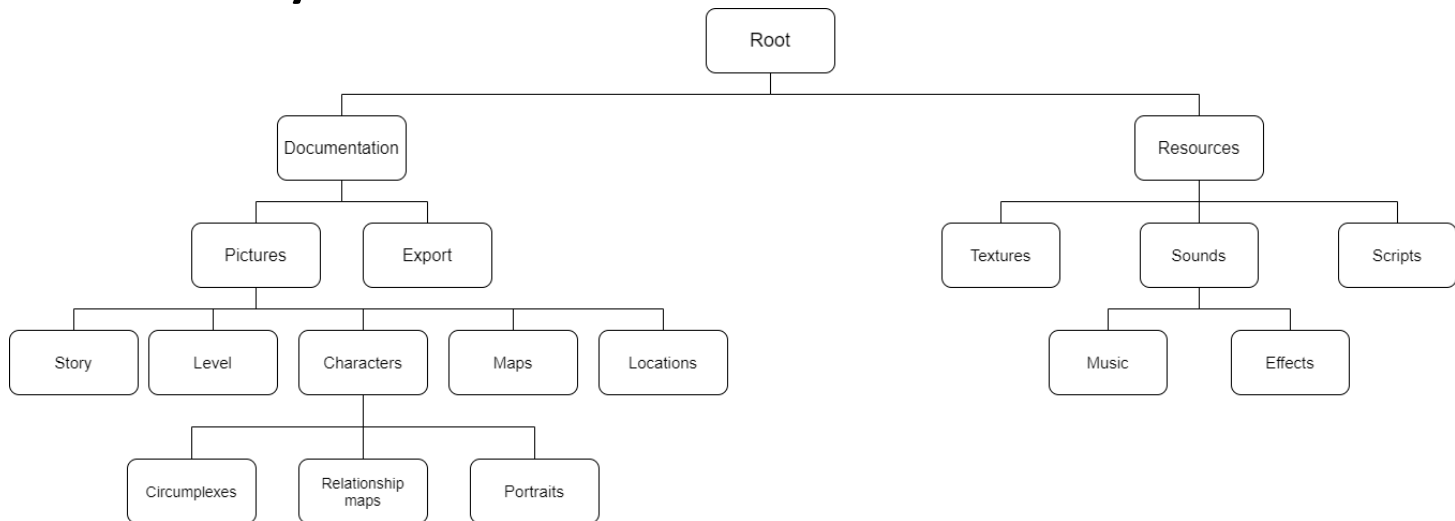
#### 3.1 Backup

The backup is managed through the Git Hub repository. Each team member has an always up-to-date local copy of the repo on their computer, with all the previous revisions offered by the version control software Git.

It's sufficient to roll back to a previous release if anything fails, plus a parallel copy of the repo on each member's pc (3 + 1 hosted on GitHub) makes the project data extremely resilient to faults of any kind.



## 4. Directory Structure



- **Root**
  - **Documentation:** holds all the files related to the game documentation, such as the Data Organization Document and the Level Design Document. Contains the markdown sources of the documents as well as the following sub-directories:
    - **Pictures:** holds all the pictures used in the documents. Its sub-directories serve to sort them into semantically related sub-categories
      - **Story**
      - **Level**
      - **Maps**
      - **Locations**
      - **Characters**
        - **Circumplexes**
        - **Relation Maps**
        - **Portraits**
    - **Export:** holds all the files generated from the markdown source of the documents, such as .docx and .pdf files
  - **Resources:** holds all the files related to the game digital prototype. Its sub-directories serve to sort them into functionally related sub-categories
    - **Textures**
    - **Sounds**
      - **Music**
      - **Effects**
    - **Scripts**

## 5. File Naming Convention

Generally, each file starts with capital letter; spaces are replaced by underscores.

The filename represents its content in roughly two parts:

- The first part represents **what is contained** in the file or what it refers to (for example: Albus\_Dumbledore represents an asset concerning the character Albus Dumbledore, Black\_Lake\_ represents an asset concerning the Black Lake setting and so on...). It is composed by **no more than 3 words**, separated by underscores.
- The second part represents what **type** of content the file belongs to (for example: \_texture, \_sound, \_map, \_circumplex ...). It must be composed by only **one word** and it must be the **final** one of the filenames: for this reason, abbreviations are allowed (for example: relationship map can be shortened to \_relmap)

List of types to identify files:

- \_source
- \_diagram
- \_flowchart
- \_template
- \_circumplex
- \_portrait
- \_relmap
- \_map
- \_location
- \_level
- \_document
- \_logo

Each diagram or flowchart must be **paired** with its source that generated it.

E.g.

- Albus\_circumplex.png represents the character circumplex of Albus Dumbledore
- Myrtle\_Ghost\_portrait.png represents a portrait image of Myrtle in her ghostly form
- Minerva\_after\_event\_relmap.png represents the relationship map of Minerva McGonagall after a traumatic event that happens through-out the story

Exported documents are exempt from this naming convention and will instead follow this one:

[Document Abbreviation]\_[Name of the team]

For example the abbreviation of the export of the Data Organization Document (DOD) will be:

- DOD\_AccioNiffler.docx
- DOD\_AccioNiffler.pdf