Data Organization Document

The Dark Lady Awaknes

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.

Since 18/10/2020

Current owner

Michael Marchesan

Last Modification

Last Modification: 25/11/2020

Revision history

What	When	Who
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

Contents

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	*Prototype*	Windows
Unity	2019.1.15f1 (Long Term Support)	*Release*	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 website. Exported in .png
.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 with no constraints .png
- Exported image.
- All images have a 32 bits color depth.
- Background images: 1024*768
- Tilesets: each tile is 48*48 pixels. A tilesets must be at most 21 tiles wide and at most 21 tiles tall (to respect RPG Maker's tileset size constraint of 1024*1024 pixels)
- Iconset: each tile is 32*32 pixels. An iconset must be at most 16 tiles wide, with no height limit.
- Faceset: each tile is 144*144. A faceset must be at most 4 tiles wide and at most 2 tiles tall.
- Character set: each tile is 48*48 pixels. A character set must be at most 12 tiles wide and 8 tiles tall. Each 3 horizontally consecutive tiles form a contiguous walking animation, with the 2nd one representing the idle state.
    - For characters each 4 vertically consecutive groups of 3 tiles represent in order: walking down, walking left, walking right, and finally walking up.

- For generic ambient items, this constraint does not apply; an individual item like a boiling water pot can have just 3 horizontally consecutive times representing the animation.

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	65600

2.6   Game data
.rpgvxace
.js

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/Sephirothbahamut/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 by the Git Hub repository. Each team members have an always up-to-date local copy of the project on their computer.

4. Directory Structure
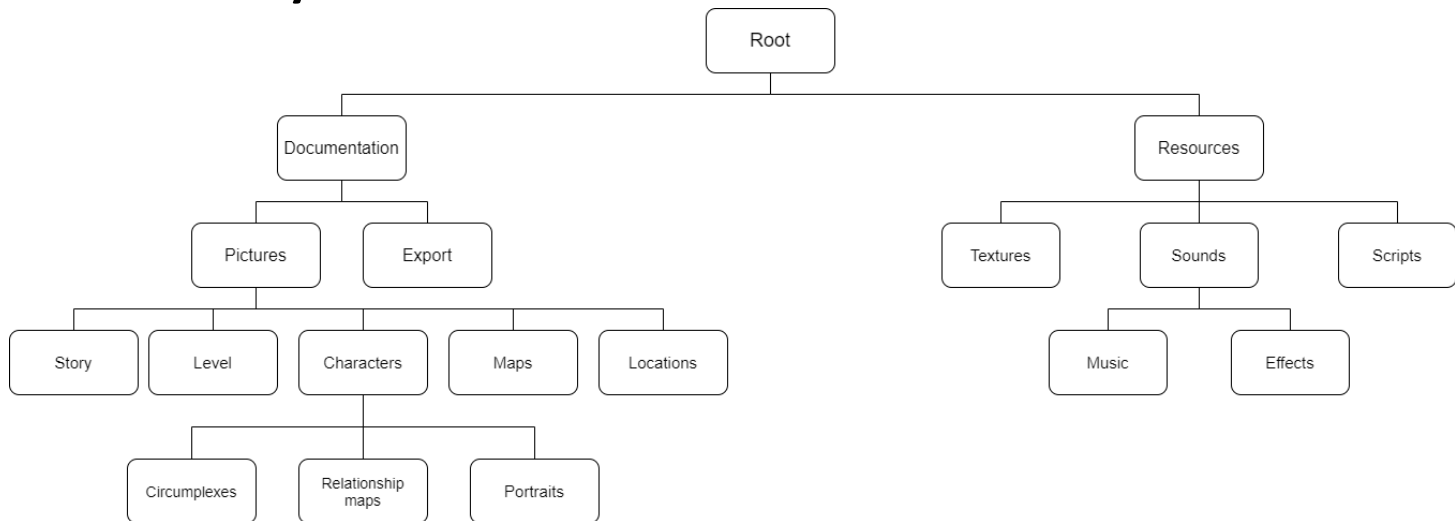
- **Root**
  - **Documentation**: holds all the files related to the game documentation, such as the Data Organization Document and the Level Design Document. Contains the markdown sources of the documents as well as the following sub-directories:
    - **Pictures**: holds all the pictures used in the documents. Its sub-directories serve to sort them into <u>semantically</u> 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

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
- MyrtleGhostportrait.png represents a portrait image of Myrtle in her ghostly form
- Minervaafterevent_relmap.png represents the relationship map of Minerva McGonagall after a traumatic event that happens through-out the story