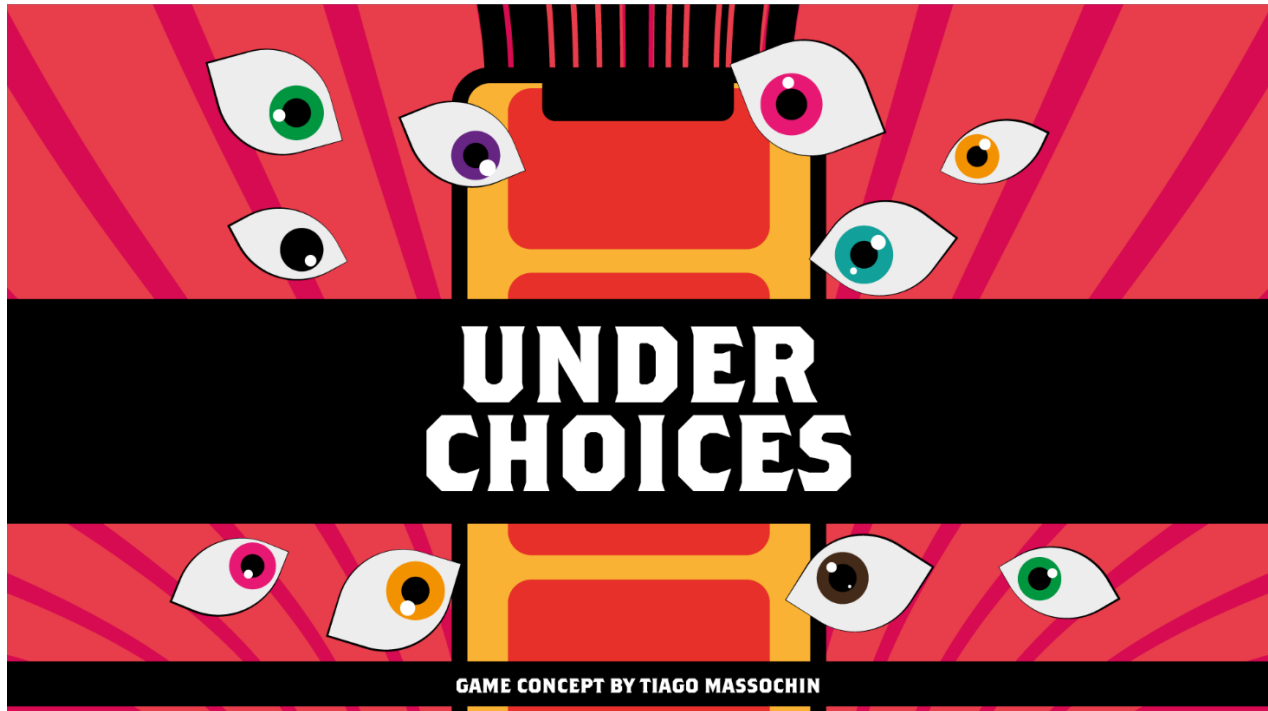


UNDER CHOICES

Team Charter

GAME31208 Game Practice 3
Sheridan College – Trafalgar
Friday, November 12, 2021



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Team Members

Tiago Massochin

[Sem 01] Lead Designer — [Sem 02] Lead Designer, Sound Designer

As lead designer, responsible for uniting the team under one consistent creative vision. This involves communicating all creative decisions among team members and offering solutions to design challenges when necessary. Responsible for updating the team on the progress and development of the project to ensure full visibility and maintain creative alignment. As sound designer, responsible for ensuring the quality of auditory elements, including soundtracks, as it relates to project needs. Responsible for creating sound effects, original soundtracks, sound edits, and dialogue edits.

Joshua Pritchett

[Sem 01] Project Manager — [Sem 02] Narrative Designer, Animator

As project manager, responsible for overseeing the stories, deadlines, and progress of the team/project. As narrative designer, responsible for working with other narrative designers to ensure that the quality of the game's narrative meets team standards. This involves reviewing story dialogue and creating a flow between plot points throughout the narrative. As animator, responsible for ensuring the quality of animation assets used in the project, including that of characters, backgrounds, and other visual effects.

Wilson Chan

[Sem 01] Document Formatter — [Sem 02] Lead Artist

As document formatter, responsible for ensuring that project documents are cohesive to eliminate confusion and maximize searchability and readability (for example, consistent headers/spacing and visual contrast in areas of interest). As lead artist, responsible for ensuring that all visuals created during production adheres to the team vision, as well as identifying challenges (technical & interdisciplinary) and addressing them to facilitate efficient asset creation.

Farryl Chang

[Sem 01] Editor — [Sem 02] Programmer

As editor, responsible for ensuring that all team documentation is free of grammatical errors. Responsible for reviewing documents and ensuring that main ideas are conveyed concisely and effectively. As programmer, responsible for managing technical tools used during development and ensuring that the quality of the code meets team standards. Responsible for managing the project repository and ensuring that technical conflicts are resolved in a timely manner.

Matthew Tunney

[Sem 01] Iconographer — [Sem 02] Narrative Designer

As iconographer, responsible for ensuring that the quality of iconography in team documents work to enhance the readability of the documentation. As narrative designer, responsible for working with other narrative designers to ensure that player actions have meaningful effects on the game's narrative.

Project Summary

Intentions

The intention of the project is to make a commercial game that can engage players while educating them about the effects of doom scrolling on society and its role on the growth of political extremism in Brazil.



Figure 1 - Represents Brazil's fragile political climate

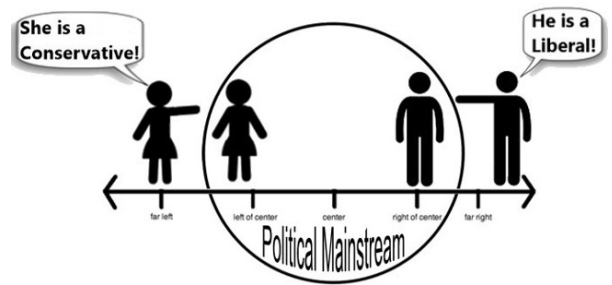


Figure 2 - Illustrating political polarization

For the game to be successful, our team must learn to work with interactive hyper-storylines that emphasize player agency. The team must also learn the publication process for the Windows platform and the distribution practices of online stores such as Steam or itch.io while running an effective marketing campaign that attracts attention to our game.

The game will be developed in the Unity Engine with the help of Adobe design tools, the hyper-storylines creation software Articy: Draft 3, and the Ableton Live 11 software used for creating audio assets. The greatest unknown lies in creating and implementing an UI experience that satisfies the intended experience, so it is essential that we familiarize ourselves with Unity's UI system and prototype using wireframes. A related challenge involves ensuring that the UI scales appropriately with different screens and aspect ratios.

Our team decided to proceed with this project because of its commercial potential and shared interest in the proposed themes/narratives, including doom scrolling, Brazilian politics, extremism, and government censorship. Interest in the topic provides the team with passion for the project, which will help produce the game and its commercial success.

Development Experience

Each team member has previous experience with the assigned roles, and all members are multidisciplinary which provides our team with a wide range of support if necessary. A portion of our team has worked together successfully on previous projects, which demonstrates our experience with team and project management. Below includes details on each member's experience supported by examples.

Tiago Massochin

"I started working on game development in 2014 as a student in a Bachelor of Graphic Design program. Since then, I participated in the production of several projects individually and in teams as a freelancer. In almost every project I've been involved, I've always taken a position as game designer, developing and conceptualizing rules, characters, settings, stories, and props for new games. I have also taken on the role of level designer, UI/UX designer, narrative designer, and sound designer several times."

Joshua Pritchett

"During my time on Effects Per Second, I worked on the arcade game named Eclipse. I was given the job of lead graphics designer and animator and worked extensively on the theme, but worked mainly on the environment, enemies, and projectiles. As for narrative experience, I have been developing a comic series on DeviantArt using my own original characters. I've also written other short stories, novels, scripts, and module length campaigns for TTRPG systems."



Figure 3 - Animation sheet for one of the enemies in Eclipse, developed by Joshua Pritchett.

Wilson Chan

"I am a concept artist and illustrator that has worked with clients including AAA veterans to develop character, environment, and prop concept art that help build the visual aesthetics of new IP. I also have experience working in Unity as a 2D production artist, where I created and implemented animations that enhance play experiences." Portfolio: <https://www.artstation.com/wilson-chan>



Figure 4 - Concept art from Wilson's portfolio

Farryl Chang

"I am a programmer experienced with Unity and C#, and I've developed many projects using my knowledge in this field. I am comfortable with rapid prototyping and systems implementation, two skills I believe will be useful for this project. One of my previous projects involved creating a behaviour tree for a stealth game AI."

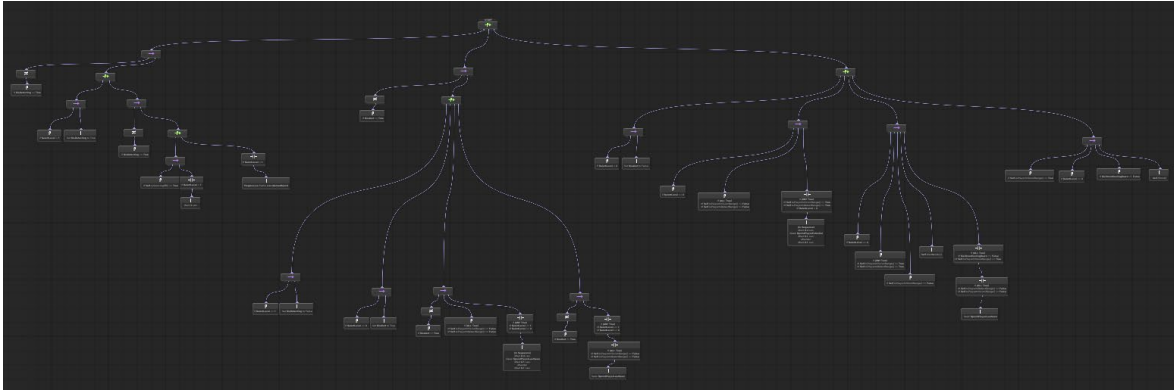


Figure 5 - Behaviour tree for a stealth game AI developed by Farryl Chang.

Matthew Tunney

"In 2020, I worked on a text-based point-and-click adventure game in which I developed the story and gameplay. Authored in Twine, the narrative involved exploring an ancient tomb while solving its puzzles to find the treasure within."

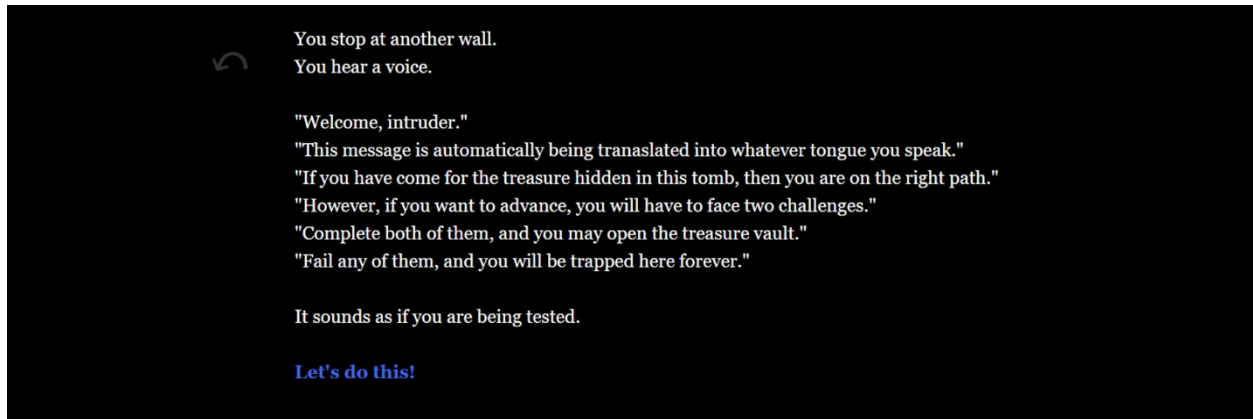


Figure 6 - Sample narrative extract from a text-based adventure game developed by Matthew Tunney.

Success Criteria

The project will be considered successful if it accomplishes the following:

- The project conveys a message that players can easily identify as promoting critical thinking of media censorship
- The project leaves a lasting, positive, and memorable impression on players
- The project is published onto online game platforms including Steam and Itch.io
- All team members feel pride in the final product and would enjoy working together in the future
- All team members are enthusiastic to show off the final product to potential employers and other professionals

Tools



Rationale

During research, the team observed how doom scrolling was used by the Brazilian government to spread misinformation. This was done via Facebook, which was complicit as they were aware of and prevaricating on conspiratorial, false, and inflammable posts that influenced the 2018 elections in Brazil. This topic does not have the amount of public attention it should, and it is difficult to find sources that talk about it directly. An excellent way to inform the public about this subject, especially youths, would be through a game.

While looking for inspiration in indie games, we conceived the premise of our project. The play experience puts the player in the shoes of an officer in an imaginary government, choosing which posts should go viral or not. We aim to use paradox psychology to obtain a positive result through a negative suggestion. Teaching the player through their game actions about the harmful effects of doom scrolling and how the government is involved. The player will see the result of each choice and abstract a critical opinion about the topic.

We seek to make our game a commercial success to spread our message as we believe it is a topic that deserves more attention. Thus, we aim to develop a game experience that is humorous and accessible with the goal of appealing to a large audience and gaining viral success on video streaming sites.

Team Governance

Decision Making Flow Chart

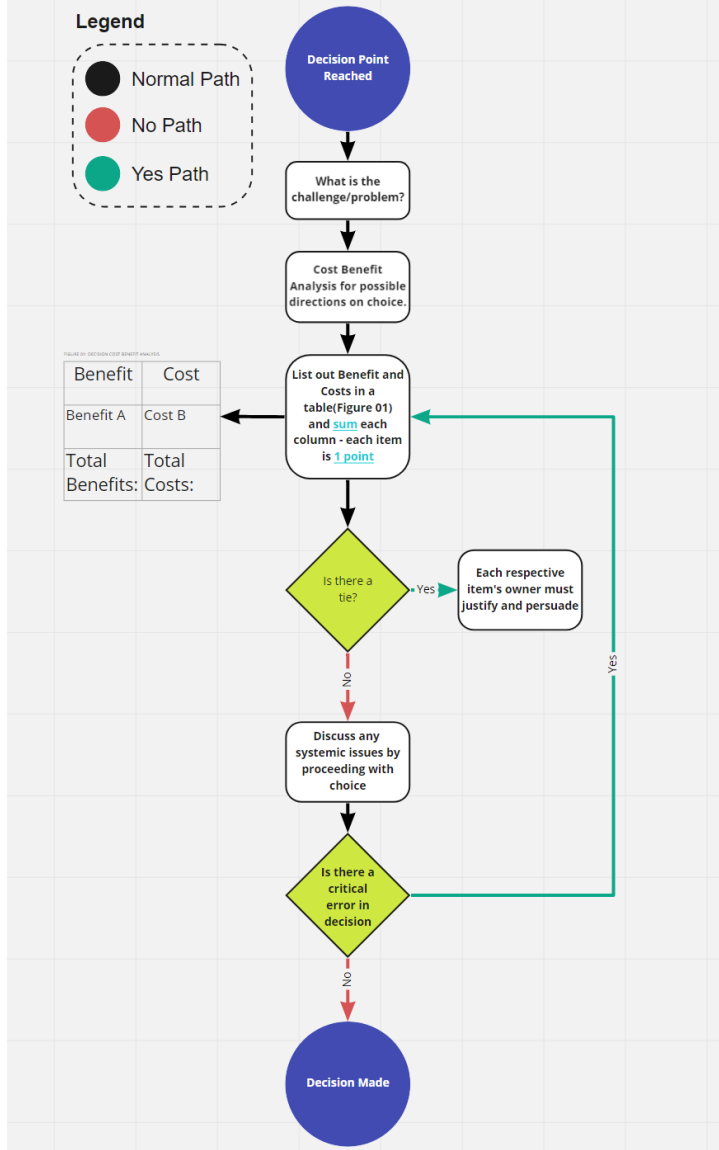


Figure 7 - Flow Chart illustrating how tasks are assigned and how game decisions are made.

Tasks

Tasks are assigned in stories and logged in Jira. Team members meet twice a week to deliberate on the user stories listed on the Jira board. Then, team members choose stories from the backlog to work on during the week. Figure 4 illustrates a general view of how decisions are made by examining cost and benefits.

Working Hours, Location and Communication

Every week until the 24th of October, we will meet on Wednesday at 2 PM EST to discuss and work for 3 hours. After the 24th, we will meet on Monday at 11 AM EST. Meetings will take place over Discord, while Confluence and Jira will be used to record notes and tasks. Our main method of communication is Discord, but every team member is expected to keep up to date with the postings on Jira and Confluence.

Conflict Resolution and Unacceptable Behaviour

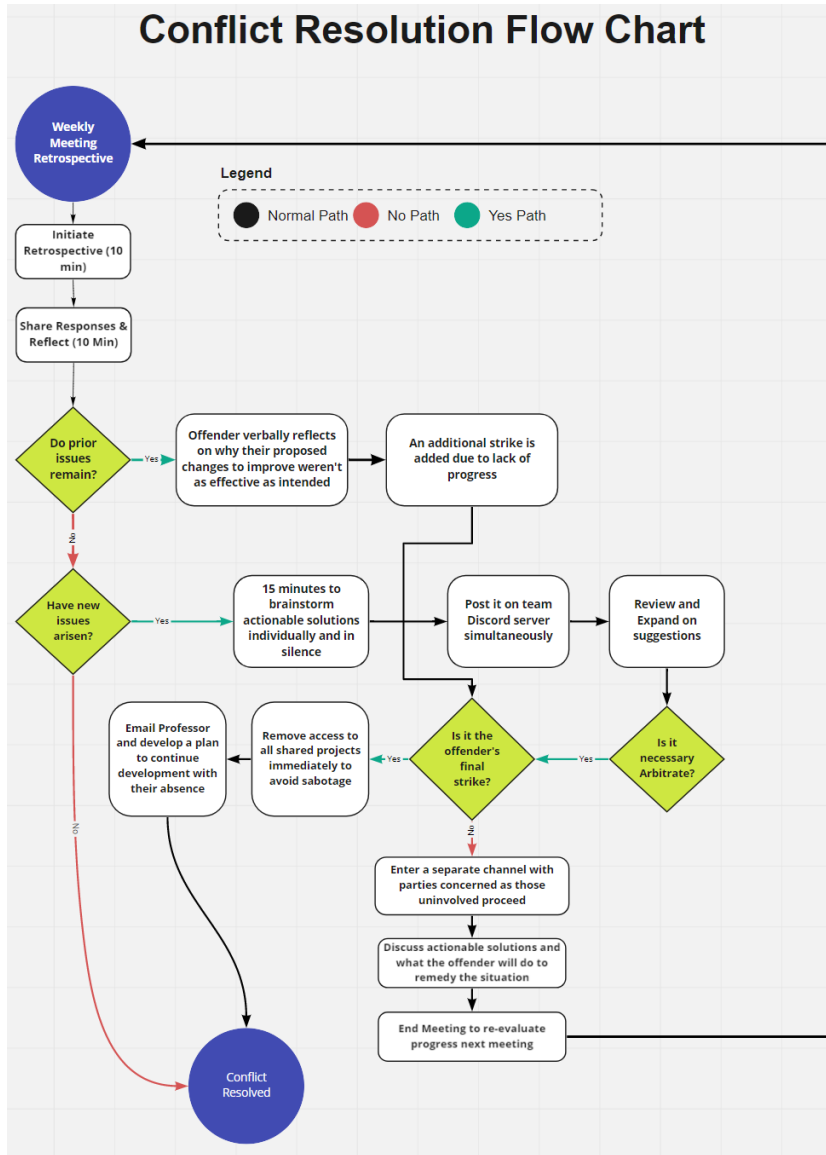


Figure 8 - Flow chart illustrating the conflict resolution process.

acceptable). Team members are expected to have enabled notifications for Discord and emails. In unforeseen circumstances where a team member expects to be late in completing their work, they must notify the team so accommodations can be made.

02: Disrespect and Harassment

Team members will avoid targeting others with unconstructive remarks that provide no value to the team or project.

The project manager will oversee conflict resolution and act as an arbitrator. If the project manager is a first party in the conflict, then another arbitrator will be selected from the remaining members instead. Each team member will have 3 offenses and exhausting them will lead to potential expulsion from the group. Conflicts will be brought up during anonymous sprint retrospectives or through confiding with a team member or project manager. Refer to figure 5 for how conflicts will be resolved pertaining to the behaviours listed below.

01: Ghosting the team

Each team member must ensure they respond to messages directed at them within 24 hours (including weekends). If a member expects to be absent at a scheduled meeting, they must inform the team at least 24 hours before that meeting. Each team member must also report on their progress once every two days (casually over Discord is

Team Goals

Through working on this project, we hope to exercise our individual technical and soft skills to create a game experience that effectively conveys a message about the dangers of doom scrolling. As a team, we hope to advance our project management skills (for example, analyzing risks, controlling backlogs, and fulfilling milestones) because it is a proficiency that can be carried onto future projects. Additionally, we hope to improve our team organization skills (for example, enhancing workflows and maximizing team efficiency), as it will allow us to improve production speed within the team as well as with other collaborators in the future.

We hope that the project will successfully educate players about the effects of doom scrolling on society and how it relates to the rise of political extremism in Brazil. Our goal is to appeal to influencers on platforms such as YouTube and Twitch (for example, PewDiePie, Jacksepticeye, and Markiplier) as they may provide opportunities for the game to connect with our target audience: young adults who spend a large majority of their time on social media and who consider themselves to be avid gamers. These influencers have a viewer demographic that strongly aligns with our target audience and their occupation has some involvement with media censorship, so we believe that gaining their support will help us achieve this goal.

Team Manifesto

Game Design

The design will provide an approachable and educational experience on the topic of doom scrolling, making use of occasional humour to afford moments of relaxation and engage players with an overall serious topic.

Team Building

Team members will attend to each other to build trust, empathy, and an enduring relationship while learning about individual motivations, goals, and interests.

Collaborative Development

Team members shall help each other using our individual strengths and skills to develop a game we can take pride in while enjoying the process of working with each other. Members will succeed and fail as a team, while carrying into the future with them a plethora of skills and experiences to leverage.

Team Signatures



Tiago Massochin



Joshua Pritchett



Wilson Chan



Farryl Chang



Matthew Tunney