

# Team Charter

## Team Whatever

Leon, Adam, Nathan, Hizo, Yunhao

### ☐ Motivation and Goals

#### ● Statement of Intent:

We intend to get a good mark in this course and culminate teamwork experiences to prepare for our future game design careers.

#### ● Team Values:

- Something learned from creating it
- Creating memorable moments
- Depth and immersion
- Fun
- Quality over quantity
- Gameplay priority
- Respectful of audience
- Positive connotation
- Attractive
- Player can be creative / express themselves
- Strong aesthetic

#### ● Team Goals:

A work-life balance workload. Making a game that will meet our players needs and expectations. Our goals relate to our intent because making a game that meets our expectations will require us to learn teamwork skills that will benefit us in our future careers.



Figure 1: Our Team

## □ Roles & Responsibilities

### Adam A – Programmer & Game Designer

**Responsibilities:** Creation of scripts, Github management, helping the team to understand the engine, helping to integrate contributions from other members into the engine, and testing functionality of the game.

**Why:** I have a bachelor's degree in computer science and familiarity with programming, game engines, and git version control.

### Yunhao – Programmer & Game Designer

**Responsibilities:** Code Review, Game balance design, Tools development (like level editors)

**Why:** I have extensive experience in algorithm design and have participated in team programming of a game. I enjoy balancing numbers and mechanics of games.

### Leon - Narrative Designer, Writer, Audio Designer & Game Designer

**Responsibilities:** logistics, sound effects, documentation, project management

**Why:** My passion lies with the narrative aspect of games, I also found myself enjoying the documentation and logistics in the team

### Nathan – Artist & Game Designer

**Responsibilities:** Ensuring 3D assets that are needed for the game are created, textured, rigged and animated. Art direction for 3D assets.

**Why:** I have extensive knowledge in 3D asset creation that I have been honing my skills for the past 3 years. I am completely self taught and have made myself a small side business in this area selling assets.

### Hizo - Artist & Game Designer

**Responsibilities:** Art direction for visual elements such as characters, environments, objects. Ensuring the quality of game visual elements.

**Why:** I have taken all AP art courses and engaged in art activities for more than 5 years, and have experience in game art.



Figure 2: Team Roles

## ☐ Development Methodology

### ● Methodology

Our team will mainly communicate using Discord as well as MS Teams, all members are involved within the same classes so it will be easy to communicate in person. Our team plans to meet once a week Thursday at 12:00pm EST to ensure we all keep on track and to discuss further ideas. Our team will also be using GitHub for version control to make sure no progress is lost. The biggest issue our team predicts is poor communication, we fear problems and issues won't be properly addressed. To combat this fear we will make sure to be open with one another and to express ourselves during our weekly meetups. Our team will conduct sprint reviews at the end of every sprint.

### ● Tools and Technology

We will use Godot 4.3 to develop the game. Adam has some experience learning the engine over the summer, and Yunhao is comfortable learning to use it. We want to use Godot over Unity to expand our knowledge and experience with other game engines. All 2D art assets will be created in Photoshop, as Hizo is most comfortable with it and has experience creating digital art in Photoshop. 3D models will be created using Blender, Nathan is most comfortable and familiar with Blender for 3D modeling. Texturing for 3D will be done using Adobe Substance Painter for quality materials.

## ● Accountability

We have established a clear channel of communication and made a promise to be actively engaging with the team members. Our team fully believes in equally shared work, so we will first plan to split up work based on strengths. During our weekly meetings, we will all split the workload evenly. If we notice someone doesn't have enough work on their plate, we have all agreed to help one another.

If a team member doesn't follow through on a task we will all help to finish it as a group. If there's no time to finish it we might consider scrapping it from the game. If team members miss meetings, we will inform them of anything the team decided over discord.

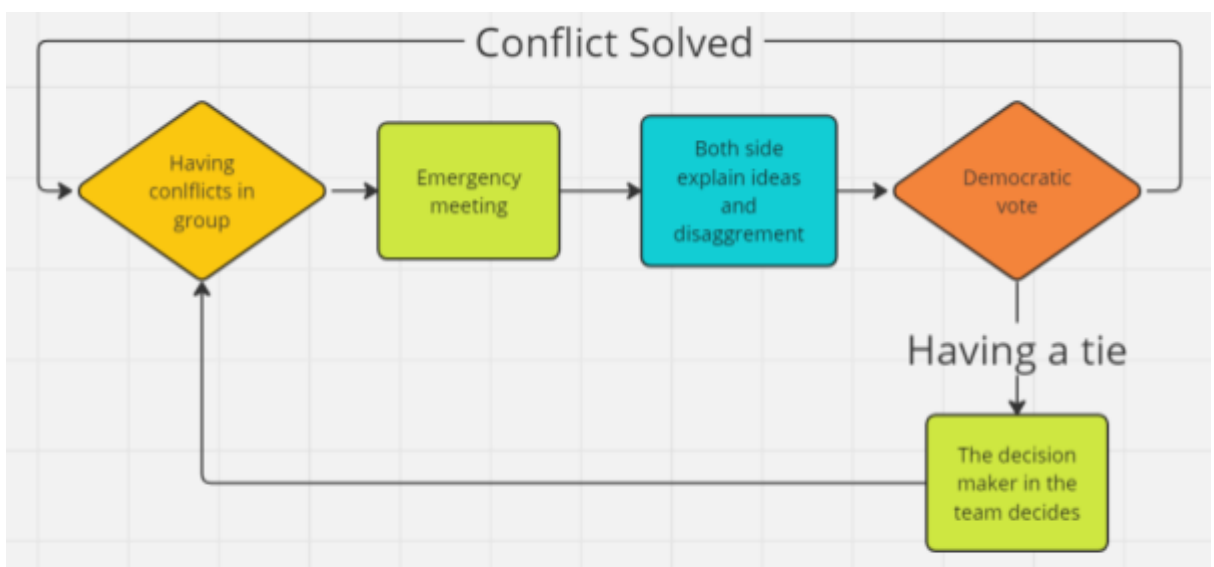


Figure 3: How conflicts will be solved

## ● Decisions

Decisions will be made democratically by a vote. The opinions of people with specific roles will be weighted higher on decisions relating to that role. If a satisfying compromise can be drawn between two opposing opinions which aligns with the goals of the design then we will go with that.

In a chance of conflict between members, we will make sure to understand all sides of an issue, clarify the problem and analyze it while being open to change. Personal attacks will not be tolerated, offending member will be reported to school faculty