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Hypogeum - the faction battle

Project guidelines





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| --- | --- | --- | --- |
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# Change log

|  |  |  |
| --- | --- | --- |
| User | Date | Description |
| Maione | 22/03/2019 | Created the document |
|  |  |  |
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# Paths and project structure

The project directory is the one that contain the .git folder (regarding git see page 6).

## Project structure

Hypogeum - the faction battle

├───Rules

├───Ideas and suggestions

├───Documentation

│ └───Periodic tables of story telling

├───Resources

│ ├───Characters

│ │ ├───Characters maps

│ │ └───[Character Name]

│ │ └───[Transformation Name] (e.g. Normal/Kid/Old/Berserk)

│ │ ├───Story

│ │ ├───Icons

│ │ ├───Sketch and pictures

│ │ ├───Interpersonal circumplex

│ │ ├───3D model

│ │ │ └───Textures

│ │ ├───Sounds

│ │ └───Music

│ ├───Objects

│ │ └───[Object Name]

│ │ ├───Sketch and pictures

│ │ ├───Icons

│ │ ├───3D model

│ │ │ └───Textures

│ │ └───Sounds

│ ├───Levels

│ │ ├───Diagrams

│ │ ├───Maps

│ │ └───[Nation Name]

│ │ └───[City Name]

│ │ └───[Zone Name]

│ │ └───[Transformation Name] (e.g. Normal/InFlames/PostWar/Past)

│ │ ├───Story

│ │ ├───Maps

│ │ ├───Icons

│ │ ├───Sketch and pictures

│ │ ├───Sounds

│ │ ├───Music

│ │ └───Rooms

│ │ └───[Room Name]

│ │ ├───Sketch and pictures

│ │ ├───3D model

│ │ │ └───Textures

│ │ ├───Sounds

│ │ └───Music

│ └───Logos

└───Unity project

## Project folders

This is the description of the project’s folders relative to the above project structure.

|  |  |
| --- | --- |
| Folder | Description |
| Rules | D&D rules. |
| Ideas and suggestions | All the drafts, stuffs and ideas made by the game and level designers. |
| Documentation | The design documents. |
| Characters | Directory relative to all the characters of the game. |
| Characters→Character→Story | Drafts on the history of the specified character. |
| Characters→Character→Icons | Character icon for the menu if present. |
| Characters→Character→Sketch and pictures | Character visual references for the artists. |
| Objects | Directory relative to all the objects with which the characters can interact. |
| Objects→Object→Sketch and pictures | Object visual references for the artists. |
| Levels | Directory relative to all the levels of the game. |
| Levels→Diagrams | Flowcharts of the game. |
| Levels→Maps | World map: generic and detailed maps, levels flow map. |
| Levels→Nation→City→Zone→Story | Drafts on the story of: level zone, quest, … |
| Levels→Nation→City→Zone→Maps | Generic maps, detailed maps, level zone flow map. |
| Levels→Nation→City→Zone→Sketch and pictures | Level zone visual references for the artists. |
| Levels→Nation→City→Zone→Rooms | Directory relative to all the rooms of a level. |

# Naming convention

We choose to use the following naming convention:

|  |  |
| --- | --- |
| Group | Convention |
| Sketch/picture | SKT\_[level/character name]\_[transformation/status name]\_[descriptive name].ext |
| PIC\_[level/character name]\_[transformation/status name]\_[descriptive name].ext |
| Interpersonal circumplex | IPC\_[character name]\_[transformation/status name].ext |
| Periodic table of story telling | PTS\_[part/character name].ext |
| Map | MAP\_[level name]\_[transformation/status name].ext |
| Diagram | DIA\_[diagram type]\_[level/character name]\_[transformation/status name].ext |

# Tools, file types and format

There are software in common between all the people involved in the project, and others useful only for some roles. Below are the configurations.

## Roles

These are the roles present in this project:

|  |  |
| --- | --- |
| Symbol | Description |
| D | Game and Level designer |
| A | Artist |
| P | Programmer |
| M | Musician |

## Tools

Tools used in this project:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Group | Roles | File type | Extension | Software |
| Environment | D, A, P, M | O.S. |  | Windows 10 |
| Organization | D, A, P, M | Issue tracking |  | Pivotal Tracker (online) |
| Version control | .git | Git 2.19 |
| Flowchart | .xml | Draw.io Desktop 8.8.0 |
| Text document | .odt | LibreOffice 6.1.2 |
| Document presentation | .pdf | Adobe Acrobat Reader DC 2019 |
| Asset editing | D, A | Raster image | .png; .jpg; .tiff | GIMP 2.10 |
| D, A | Vector image | .svg | Inkscape 0.91 |
| D, M | Music and sounds | .mp3 | FL Studio 20 |
| A | 3D models | .blend; .fbx | Blender 2.79 |
| General editing | D, A, P, M | Other text file |  | Notepad++ 7.5.9 |
| Prototyping | D | Level prototype | .erf | Aurora Toolset 1.68 |
| D, A | Tiled map | .tmx | Tiled 1.2.0 |
| Development | P | C# project | .sln | Visual Studio 2017 |
| D, P | Unity project | .unity | Unity 2018.2 |

## Formats

Some file types have specific formats:

|  |  |  |  |
| --- | --- | --- | --- |
| Group | File type | Extension | Format |
| Asset editing | Raster image | .png; .jpg; .tiff | 32px; 256px; 512px; 800×600px |
| Vector image | .svg | 2000×2000 |
| Music and sounds | .mp3 | 320 kbps |

# Version control

The web-based hosting service for version control that we use is GitHub.

For changes and access requests contact the administrator.

## Information

Url:

* https://github.com/andreadecosmo/LamaOGDAIVG

Administrator:

* Andrea De Cosmo (decosmo.andrea@gmail.com)

## Backup

There is a Windows service running on the machine at www.maionemiky.it, written in C#, which executes the command “git pull” every hour.

Administrator:

* Michele Maione (mikymaione@hotmail.it)