



Data Management Document

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Revision History

What	When	Who
Document creation	25/11/2019	Federico
Document building	25/11/2019	Federico
Document additions	26/11/2019	Davide
Document revision	12/12/2019	Federico
Document additions	11/01/2019	Angelo
Statsblocks, Tiled, Audio	14/01/2019	Angelo
Backup Policies (Updated)	15/01/2019	Davide
Name conventions	17/01/2019	Davide
Directory structure	18/01/2019	Davide
Github policy update	18/01/2019	Davide
Final check	18/01/2019	Davide, Federico, Angelo



Software list

This document explains the list of software used to create all the documentation about “Even stranger: an Upside Down story” made by the group Cadrega’s Deception. Softwares, versions, naming conventions and backup policies must be respected by all the users.

Asset editing software

SW name	Version	Platform
Adobe Photoshop CC 2019 https://www.adobe.com/it/products/photoshop.html	20.0.3	Windows
Draw.io http://draw.io	Online	Online
Google Docs https://docs.google.com	Online	Online
D&D 5e Statblock Generator https://tetra-cube.com/dnd/dnd-statblock.html	Online	Online
Tiled Map Editor https://mapeditor.org/	1.3.1	Windows

Organization software

SW name	Version	Platform
Google Drive http://drive.google.com/	Online	Online
Backup and Sync from Google https://www.google.com/drive/download/backup-and-sync/	3.47	Windows
Git SCM https://git-scm.com/downloads	2.24.1.windows.2	Windows
GitHub https://github.com/	Online	Online



Prototyping software

RPG Maker 1.5.1 (Base assets pack)

<https://www.rpgmakerweb.com/products/programs/rpg-maker-mv>

Environments

Microsoft Windows 10 Pro

Data types and formats

Text

The documentation containing text must be in **.gdoc** and may contain images. The final version of every document must be saved in **.pdf**. The final version must contain the header and the footer with the UNIMI logo.

Gdoc Font:

Main text font - *Montserrat*

Characters and Enemies font - *Comfortaa*

Story Screenplays font - *Roboto mono*

Alignment:

Justified (Main text)

Centered (Images description)

Sounds

Sounds must be in **.WAV 44.1 kHz** or **.MP3 256 kbit/s**.

Images

Type	Format	Max size
Illustrations	png / jpeg and PSD	300 dpi, 2000x2000
Icons	png / jpeg and PSD	72 dpi, 300x300
Logos	png / jpeg and PSD	72 dpi, 300X160
Monster Stats	png and monster	150 dpi, 400X600

Edited images projects are stored in Photoshop **.PSD** format.

All Monster Statblock must be also saved in the **.monster** (unique to the “D&D 5e Statblock Generator“ website) format.



Diagrams and Flowcharts

To create a diagram the user must use *Draw.io* (www.draw.io) (*Online*) and export it in addition to save it as a **.drawio** file and **.png** image.

Diagrams include Enemies state diagrams, Level and Story flowcharts, Skills diagrams and Paths (on the plants).

To make further additions **Photoshop (.psd)** has been used too.

Plants and Battlefields

Tiled projects to make plants use **.TMX** and can be saved as **.png** files.

For battlefields TMX files are given for the fixed position ones only.

Single tiles use **.tsx** extension. To make further additions **Photoshop (.psd)** has been used too.

Prototyping types and formats

RPG Maker MV projects are stored in specific project folders.

An example of an RPG maker MV folder:

- ❖ <project name>
 - <audio>
 - <data>
 - <fonts>
 - <icon>
 -
 - <js>
 - <movies>
- Game.rpgproject (Project file, extension is **.rpgproject**)
index.html

For more informations about the content of these folders please see RPG Maker MV Documentation.



Data storage and Backup Policies

Backup manager: Davide Bagnato.

All the documentation must be saved on **Google Drive** since multiple users can work on different part of the same document and it is directly linked to Google Docs. Every time a document is updated or changed in any way, it must be written in the revision history with the subject, the date of the change and the name of the user.

The same project folder stored on Google Drive is also stored and updated on a private **Git repository**.

The repository is managed through **GitHub** and Git for Windows (Git Bash). To use the same folder as repository and update it automatically on Google Drive we used **Backup and Sync from Google**.

To keep track of the versioning more accurately and for a longer period, every time a modification is made, at the end of the day the project must be *committed* and *pushed* on the repository too.

Google Drive in fact keeps tracks of every change made to a document in the last 30 days only.

Every Sunday a backup is saved on an external hard drive too.

Google Drive Folder:

<https://drive.google.com/drive/folders/1rGV3bN--Oxax6MMm1diybQiPeDeIDmAH>

Github: <https://github.com/davidebug/EvenStrangerCD/>

Owner: Davide Bagnato (Github name: davidebug).



Naming conventions

<value> → Insert the value given between the angle brackets (using camel case).

Type	Naming convention	Example
Text (Dialogues)	Level<levelNumber>_Dialogues.gdoc	Level6_Dialogues.gdoc
Text (Screenplays)	Level<levelNumber>_Screenplay.gdoc	Level6_Screenplay.gdoc
Logos	<Title>_Logo.png / psd	CadregasDeception_Logo.png
Covers	<Title>_Cover.png /psd	EvenStranger_Cover.png
Stats (Images and Monster files)	<Name>_Stats.png / monster	Demodog_Stats.png
Plants	Level<levelNumber>_<Subarea name>_Plant.png / tmx / psd	Level6_surroundingForest_Plant.png
Paths	Level<levelNumber>_<Subarea name>_Paths.png / drawio / psd	Level6_surroundingForest_Paths.png
Battlefields	Level<levelNumber>_BT<BattleNumber>_BF.png/ tmx	Level6_BT6.2.1_BF.png/ tmx
Tilesets (Tiled)	<tilesetContent>_Tileset.png/tsx	Chair_Tileset.png
Symbols (Paths)	<symbolName>_PathsSymbols.png	MainInteraction_PathsSymbols.png
Table of Storytelling elements	<nameOfTheElement>_TableOfStorytelling.png	Mad_TableOfStorytelling.png
Skills Diagrams	<nameOfSkilltree>_SkillDiagram.png / drawio	skillsComplete_SkillDiagram.png
Legends (Diagrams and Flowcharts)	<nameOfDiagram/Flowchart>_Legend.png / drawio	CompleteStoryFlowchart_Legend.png
Flowcharts (Story)	<nameOfFlowchart>_Flowchart.png / drawio	CompleteStoryFlowchart_Flowchart.png
Flowcharts(Levels)	Level<levelNumber>_<subareaName>_Flowchart.png/ drawio	Level6_WillsGarden_Flowchart.png
Diagrams	Level<levelNumber>_<subareaName>_Diagram.png	Level6_Complete_Diagram.png
Maps of relationship	<Character>_MapOfRelationship.png	Mikey_MapOfRelationship.png
Circumplexes	<Character>_Circumplex.png	Mikey_Circumplex.png
Enemies State diagrams	<Enemy>_StateDiagram.png / drawio	Demodorgon_StateDiagram.png
Concepts	<Name>_Concept[<Autor>].png	Demodorgon_Concept[cinemaMind].png



Samples	<Name>_SampleImage.png	HealingRoot_SampleImage.png
Palettes	Level<levelNumber>_<subareaName>_Palette.png	Level6_WillsGarden_Palette.png
Audio (Ambience)	<Name>_AmbienceAudio.wav /mp3	WillsHouseNoises_AmbienceAudio.wav
Audio (Sound Effects)	<Name>_SoundEffect.wav /mp3	WillsHouseFloor_SoundEffect.wav
Audio (Music)	<Name>_Music.wav / mp3	TheDemodorgon_Music.wav
Folder	<Content>	EnemiesStateDiagrams

Directory structure

Directory structure with current files needed for the Level Design Document (18/01/2020).

```
—GLD_EvenStranger_CadregasDeception
  —Documentation
    —DMD_EvenStranger_CadregasDeception.gdoc
    —LDD_EvenStranger_CadregasDeception.gdoc

  —CoverAndTeamLogo
    CadregasDeception_Logo.png
    CadregasDeception_Logo.psd
    EvenStranger_Cover.png

  —GameDesign
    —Concepts
      Abilities_SampleImage.png
      bannerSaga_SampleImage.png
      bathroom_SampleImage.jpg
      Byershause_SampleImage.jpg
      catnipDemonBVial_Concept[UA].png
      Combat_SampleImage.png
      elevenArmor_SampleImage.png
      firstAidKit_Concept[UA].png
      healingRoot_Concept[UA].png
      HouseInternals_SampleImage.jpg
      hudExample_SampleImage.png
      LetterWall_SampleImage.png
      LetterWall_SampleImage.png
      lightWall_SampleImage.png
      MapProject_SampleImage.psd
      Map_SampleImage.jpg
      meditationRoot_Concept[UA].png
      MindFlayerRoots_SampleImage.png
      MovementExample_SampleImage.png
      nimbleRoot_Concept[UA].png
      rageRoot_Concept[UA].png
      Shed_SampleImage.png
      Shortcut_SampleImage.png
      skillPoint_Concept[UA].png
      SurroundingForest_SampleImage.jpg
      tentaclesFire_SampleImage.jpg
```



```
willRifle_SampleImage.jpg
willsD_D_SampleImage.png
willsHouseMap_SampleImage.jpg
Forest_SampleImage.jpg
Forest2_SampleImage.jpg
Forest3_SampleImage.jpg
Forest4_SampleImage.jpg
Forest5_SampleImage.jpg
Forest6_SampleImage.jpg
Forest7_SampleImage.jpg
PoliceOffice_SampleImage.jpg
LabCorridor_SampleImage.jpg
Lab_SampleImage.jpg
HawkinsSchool_SampleImage.jpg
SchoolCorridor_SampleImage.jpg
Lake_SampleImage.jpg
House_SampleImage.jpg
LetterWall_SampleImage.jpg
SourceOfPower_SampleImage.jpg
Kitchen_SampleImage.jpg

EnemiesConcepts
BroodMotherCocoon_Concept[ST].png
BroodMotherCocoon_Concept[ST].psd
BroodMother_Concept[cinemaMind].png
BroodMother_Concept[cinemaMind].psd
bulb_Concept[ResidentEvil2].jpg
catnipBulb_Concept[UA].jpg
catogorgon2_Concept[UA].jpg
Demodog_Concept[UA].png
Demodorgon_Concept[cinemaMind tumblr].jpg
Demodorgon_Concept[UA].png
demomole_Concept[LittleJerboa].png
froggorgon_Concept[ST].png
strangeCocoon_Concept[justGames Armenia].jpg
vinesTentacles2_Concept[NikoJPope].jpg
vines_Concept[ST].jpg

Palettes
Level6_house_Palette.png
Level6_shed_Palette.png
Level6_surroundingForerst_Palette.png
Level6_willsGarden_Palette.png

SkillsDiagrams
skillsComplete_SkillDiagram.drawio
skillsComplete_SkillDiagram.png

Stats&StateDiagrams
broodMother_Stats.monster
broodMother_Stats.png
bulb_Stats.monster
bulb_Stats.png
catnipBulb_Stats.monster
catnipBulb_Stats.png
catogorgon_Stats.monster
catogorgon_Stats.png
demodogAlpha_Stats.monster
demodogAlpha_Stats.png
demodog_Stats.monster
demodog_Stats.png
```



```
demodorgon.monster
demodorgon_Stats.png
demomole_Stats.monster
demomole_Stats.png
eleven_Stats.png
froggorgon_Stats.monster
froggorgon_Stats.png
mikey_Stats.monster
mikey_Stats.png
pollywog.monster
pollywog_Stats.png
slug_Stats.monster
slug_Stats.png
strangeCocoon_Stats.monster
strangeCocoon_Stats.png
vineTentacles_Stats.monster
vineTentacles_Stats.png

└── StateDiagrams
    BroodMother_StateDiagram.drawio
    BroodMother_StateDiagram.png
    Bulb_StateDiagram.drawio
    Bulb_StateDiagram.png
    CatnipBulb_StateDiagram.drawio
    CatnipBulb_StateDiagram.png
    Catogorgon_StateDiagram.drawio
    Catogorgon_StateDiagram.png
    Demodog_StateDiagram.drawio
    Demodog_StateDiagram.png
    Demodorgon_StateDiagram.drawio
    Demodorgon_StateDiagram.png
    Demomole_StateDiagram.drawio
    Demomole_StateDiagram.png
    Froggorgon_StateDiagram.drawio
    Froggorgon_StateDiagram.png
    Pollywog_StateDiagram.drawio
    Pollywog_StateDiagram.png
    Slug_StateDiagram.drawio
    Slug_StateDiagram.png
    VineTentacles_StateDiagram.drawio
    VineTentacles_StateDiagram.png

└── Story
    StoryFlowchart_Flowchart.png
    StoryFlowchart_Legend.png

└── Circumplexes
    Eleven_Circumplex.png
    Father_Circumplex.png
    Mikey_Circumplex.png
    MindFlayer_Circumplex.png
    Terry_Circumplex.png

└── MapsOfRelationship
    ElevenAfterReveal_MapOfRelationship.png
    Eleven_MapOfRelationship.png
    Father_MapOfRelationship.png
    MikeyAfterReveal_MapOfRelationship.png
    Mikey_MapOfRelationship.png
    Mikey_MapOfRelationship.psd
    MindFlayerAfterReveal_MapOfRelationship.png
```



```
MindFlayer_MapOfRelationship.png
Mother_MapOfRelationship.png

└── TableOfStorytelling
    3act_TableOfStorytelling.PNG
    Ah_TableOfStorytelling.PNG
    Bad_TableOfStorytelling.PNG
    Bks_TableOfStorytelling.PNG
    Chs_TableOfStorytelling.PNG
    Dyn_TableOfStorytelling.PNG
    Ewl_TableOfStorytelling.PNG
    Fht_TableOfStorytelling.PNG
    Hft_TableOfStorytelling.PNG
    Mad_TableOfStorytelling.PNG
    MpB_TableOfStorytelling.PNG
    Re_TableOfStorytelling.PNG

└── LevelDesign
    └── LevelDiagrams
        Level6_Access_Diagram.png
        Level6_Complete_Diagram.png
        Level6_Complete_Diagram.psd
        Level6CompleteDiagram_Legend.drawio
        Level6_Access_Diagram.drawio
        Level6_SurroundingForest_FlowChart.drawio
        Level6_SurroundingForest_FlowChart.png
        Level6_WillsGarden_Flowchart.drawio
        Level6_WillsGarden_Flowchart.png
        Level6_WillsHouse_FlowChart.drawio
        Level6_WillsHouse_FlowChart.png
        LevelFlowcharts_Legend.png
        World_Diagram.png

└── PlantsPathsBattlefields
    └── Battlefields
        Level6_BT6.1_BF.png
        Level6_BT6.2.1_BF.png
        Level6_BT6.2.1_BF.tmx
        Level6_BT6.2.2_BF.png
        Level6_BT6.2.2_BF.tmx
        Level6_BT6.2.3_BF.png
        Level6_BT6.2.4_BF.png
        Level6_BT6.2.4_BF.tmx
        Level6_BT6.2.5_BF.png
        Level6_BT6.2.5_BF.tmx
        Level6_BT6.2_BF_.png
        Level6_BT6.3.1_BF.png
        Level6_BT6.3.2_BF.png
        Level6_BT6.3.3_BF.png
        Level6_BT6.3.3_BF.tmx
        Level6_BT6.3_BF.png
        Level6_BT6.4_BF.png

    └── Paths
        Level6_InnerHouse_Paths.drawio
        Level6_InnerHouse_Paths.png
        Level6_Shed_Paths.drawio
        Level6_Shed_Paths.png
        Level6_surroundingForest_Paths.drawio
        Level6_surroundingForest_Paths.png
```



```
|   |   Level6_WillsGarden_Paths.drawio
|   |   Level6_WillsGarden_Paths.png
|
|   └── Symbols
|       AccessDenied_PathsSymbols.png
|       AreaDone_PathsSymbols.png
|       Battle_PathsSymbols.png
|       Done_PathsSymbols.png
|       ExploreInteraction_PathsSymbols.png
|       ExploringObject_PathsSymbols.png
|       ExploringPath_PathsSymbols.png
|       MainInteraction_PathsSymbols.png
|       MainPath_PathsSymbols.png
|       NeededAbility_PathsSymbols.png
|       OptionalAbility_PathsSymbols.png
|       OptionallInteraction_PathsSymbols.png
|       OptionalPath_PathsSymbols.png
|
|   └── Plants
|       Level6_innerHouse_Plant.png
|       Level6_innerHouse_Plant.psd
|       Level6_innerHouse_Plant.tmx
|       Level6_shed_Plant.png
|       Level6_shed_Plant.psd
|       Level6_shed_Plant.tmx
|       Level6_surroundingForest_Plant.png
|       Level6_surroundingForest_Plant.psd
|       Level6_surroundingForest_Plant.tmx
|       Level6_willsGarden_Plant.png
|       Level6_willsGarden_Plant.psd
|       Level6_willsGarden_Plant.tmx
|       Level6_WillsHouseFullPuzzle_Plant.png
|       Level6_WillsHouseFull_Plant.png
|
|   └── TiledTilessets
|       areaDelimitation_Tilessets.png
|       bigTree_Tilessets.png
|       BigTree_Tilessets.tsx
|       broodMother_Tilessets.png
|       broodMother_Tilessets.tsx
|       bulb_Tilessets.png
|       bulb_Tilessets.tsx
|       car_Tilessets.png
|       car_Tilessets.tsx
|       catnipBulb_Tilessets.png
|       catnipBulb_Tilessets.tsx
|       catogorgon_Tilessets.png
|       catogorgon_Tilessets.tsx
|       chair_Tilessets.png
|       chair_Tilessets.tsx
|       demodogAlpha_Tilessets.tsx
|       demodorgon_Tilessets.png
|       demodorgon_Tilessets.tsx
|       demogorgonAlpha_Tilessets.png
|       demogorgon_Tilessets.png
|       demogorgon_Tilessets.tsx
|       demomole_Tilessets.png
|       demomole_Tilessets.tsx
|       eleven_Tilessets.png
|       eleven_Tilessets.tsx
|       entrance_Tilessets.png
```



frogorgon_Tilesets.png
frogorgon_Tilesets.tsx
gun_Tilesets.png
item_Tilesets.png
keyEntrance_Tilesets.png
knife_Tilesets.png
mainBoss_Tilesets.png
majorEnemy_Tilesets(l).png
majorEnemy_Tilesets.png
mindsFlayerVines_Tilesets.png
miniBoss_Tilesets.png
minorEnemy_Tilesets.png
npc_Tilesets.png
pollywog.png
pollywog_Tilesets.tsx
powerChest_Tilesets.png
puzzlePiece_Tilesets.png
puzzleWall_Tilesets.png
raisedArea_Tilesets.png
SkillPoint_Tilesets.png
Slug_Tilesets.png
Slug_Tilesets.tsx
SourceOfPower_Tilesets.png
Stone_Tilesets.png
Stone_Tilesets.tsx
VineTentacles_Tilesets.png
VineTentacles_Tilesets.tsx
window_Tilesets.png
wood_Tilesets.png

Prototypes
Assets
Characters
Enemies
Levels
Props
Level6_DigitalPrototype
Level6_PhysicalPrototypeMaterial
StoryScreenplays
Dialogues
Level6_Dialogues.gdoc