6-BIT

6-bit Team Charter

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Team Members

Steven Alan Scott (Scrum Master)

Student Number: 438653333
E-mail: PixelDrift@Gmail.com
Background: B.A. of Games and Interactive Entertainment, eLearning developer
Experience: Game design and development, Sound Design, Graphic Design, Interaction Design, Ux Design, UI design and Software development.
Interests: Project management, game design, shaders and lighting in Unity.

Junchuan Xue (Andrew)

Student Number: 43792964
E-mail: andrewxeno13@gmail.com
Background: B.A. in Advertising, Master of Journalism & Communication
Experience: Graphic design with PS, AI; Web front-end & back-end implementation; Programming using Python, JAVA, JavaScript, C; Database management practice.
Interests: Programming and software development.

Changyi Zhuang (Cooper)

Student Number: 43788266
E-mail: zinbeijing@gmail.com
Background: Bachelor of Accounting, Master of IT
Experience: Front-end web development; Programming with Python; Database design.
Interests: Web design; game design and development.

Chunzi Lyu (Maxine)

Student Number: 43425570
E-mail: joyybefree@gmail.com
Background: Bachelor of English, Master of Arts in Chinese Translation and Interpreting, Master of IT
Experience: Python, Java, front-end design and implementation.
Interests: Interested in learning how to use Unity to make a game.

Dan Dai (Alex)

Student Number: 43993903
E-mail: Alex.dd1120@gmail.com
Background: Bachelor of Japanese Language, Master of IT
Experience: Design and implement of Python, JavaScript, HTML, JAVA.
Participated in the design and implement of a web application project 'SILO Time Machine' from DECO7380.
Interests: Unity and AR technologies.

Client Information

Jason Weigel

E-mail: j.weigel@uq.edu.au

Project Description

This project is a single player roguelike dungeon crawler where the player will have to fight their way through hordes of enemies, avoid deadly traps and solve puzzles as they combat the designs of other players.

While the project is a single player experience, the challenges are built and created by other online players and are used to create unique dungeons that will change with every play through. Your actions and others' actions will influence the generation of the world (Rogue-Like Dice-Based Mechanics).

The game will use crowdsourcing of content as a major gameplay feature. Every player is able to create challenge rooms that are placed into the world of other players. When a player solves the challenge room the solver gets rewards for how quick they solved it; the designer gets rewards for how long it took players to solve. If the room is not solved, the player and designer both do not get rewards.

The game should use dice mechanics for controlling the actions of the player. The dice mechanics are to be inspired by 'Tharsis' and discussed with the client in more detail. Players start with a small number of dice but can gain more through gameplay or conversely lose them. Different dice have different abilities and features.

Project Scope Statement

The goal of the project is to implement a roguelike single player game that utilises crowdsourcing game content. The levels of the game are designed by all users, and the level data will be submitted to the server. When the player completes a level, the system will retrieve the next level that fits the player's performance. Dice-based mechanism is used in the core gameplay.

The following components are within the scope of the project:

1. Redesigned game mechanism and rules
2. Client application
    a. Playing Mode: Provides a roguelike dice-based gaming experience
    b. Design Mode: Allows the user to create their own levels
3. Back-end scripts and database implementation
    a. Stores the submitted level data and keeps track of playing statistics
    b. Selects the suitable level and send it to the client

The game will be built using Unity Engine. Main deliverables include:

1. The design and implementation of the user interface assets, which includes all of the elements that will appear in this game. For instance, tiles, rooms, objects, and the characters of monsters, players/room builders.
2. Unity source project
3. Server-side source code
4. Compiled game client application
5. Server-side code is deployed on EAIT Zones
6. Documentation of the final deliveries

Team Communication Rules

1. Meet as a complete team every week on Thursday from 1pm to 2pm and lecture & studio sessions. Subject only to illness or other unavoidable personal commitments. Client meetings are usually held on Thursday of the second week of each sprint. Not be late (more than 5 minutes) for meetings unless unavoidable. Team members should prepare appropriately for each meeting.
2. The main method of communication within the team will be Slack group and we will exchange files and collaborate via Google Drive. Where necessary, we will also communicate via e-mail and/or Skype.
3. Any issue that needs to be dealt with quickly will be communicated either face to face or by phone calls. Team members should respond to any communications within 12 hours.
    - Decisions about the project will be made by consensus across the whole team. And we respect each team member's idea.
    - When different opinions arise, team member should first try to persuade others with evidence and reasoning. We will work towards consensus by working through pros and cons for each idea and making an assessment of what is best for the project.
    - Where we cannot achieve consensus, decisions will mainly be made by vote - majority. If that fails to determine a majority opinion, decisions will be made by the Scrum Master.
    - For conflicts that are not suitable to be solved by vote, or decisions regarding main project concept and direction, we will consult the client and/or instructors, and their advice will be the final decision.
    - Once a decision has been made in accordance with these processes, all team members agree to accept, support and commit to that decision fully.
4. If a team member is unable to finish tasks, he/she should:
    - Contact the scrum master or bring it up in the next scrum meeting. The task will be divided up into smaller cards and added to the sprint backlog.
    - If they continue to miss deadlines, a warning will be given and their workload will be reduced.
    - After three warnings a formal notice will be made to staff.
5. If a member of the team has repeatedly missed deadlines, not attended scheduled meetings, or has negatively impacted the productivity of the project, a peer assessment will be held if the majority of team votes to hold one.
6. Before submitting any work, all team members should check the work and agree to submit it.

Dispute Resolution

For disputes within the group the following steps will be carried out:

1. The parties in conflict should first attempt to solve their dispute themselves by trying to understand the source of the dispute and compromising if necessary.
2. If this step is not successful then the scrum master shall mediate the dispute by allowing each party to share their side of the story and trying to identify the real problem if the recent dispute is more of a symptom than the cause. In this step each party is to suggest potential solutions to the dispute.
3. If necessary the scrum master should schedule an emergency meeting immediately via message or phone-call.
4. Each party should then try to identify a solution that everyone can support. The scrum master should mediate this process.
5. In the event of significant conflicts between the team, any disputes will be resolved by a majority vote between all group members.
6. Any conflicts or disputes which are serious in nature and involve extenuating circumstances will be referred to course staff for mediation.

Project Schedule

This project starts from 26-07-2016, and ends in 24-10-2016. Fast-paced iterations are applied in this project, and each sprint is normally 2-week long. Tasks are to be delivered in the sprint they are listed in.

Time	Task	Sprints
Week 1 (25 Jul - 31 Jul)	Team members commit to the project	0
Week 2 (1 Aug - 7 Aug)	Team charter and scrum board, [Client meeting]	
Week 3 (8 Aug - 14 Aug)	**Paper prototype testing**	1
Week 4 (15 Aug - 21 Aug)	Return Brief, [Client meeting]	
Week 5 (22 Aug - 28 Aug)	**Early prototype testing**	2
Week 6 (29 Aug - 4 Sep)	Horizontal gameplay prototype, [Client meeting]	
Week 7 (5 Sep - 11 Sep)	**User testing & iterative improvement**	3
Week 8 (12 Sep - 18 Sep)	Minimum Viable Product (MVP), [Client meeting]	
Week 9 (19 Sep - 25 Sep)	Product website	4
Week 10 (3 Oct - 9 Oct)	**User testing & iterative improvement**, [Client meeting]	
Week 11 (10 Oct - 16 Oct)	Finalise Alpha	5
Week 12 (17 Oct - 23 Oct)	**Quality Assurance and deployment**, [Client meeting]	
Week 13 (24 Oct - 30 Oct)	Final Product Demonstration & Documentation	-

Intellectual Property Agreement

This Intellectual Property Agreement (the **'Agreement'**) is made and entered into **BETWEEN** Jason Weigel (the **'Client'**) **AND** Steven Alan Scott, Junchuan Xue, Changyi Zhuang, Chunzi Lyu and Dan Dai collectively known as **6-Bit.**

The said Agreement will take effect on **Monday**, the **15th of August, 2016**, once duly executed by all parties.

TERMS OF AGREEMENT

1. All elements of text, images or other artwork, scripts, code and any other files presented by 6-bit to the Client (Jason Weigel) will be owned or created by the 6-bit team.
2. Team 6-bit will assign all Intellectual Property Rights to the Client (Jason Weigel) under the following provisions:
    a. Team 6-bit will hand over to the Client all the source files and finished files and the Client will henceforth be responsible for keeping them as Team 6-bit we will not be required to keep a copy of any files on their systems.
    b. All files given will fall under the open source license as described by opensource.org which is in conjunction with the MIT licence regarding to the definition and scope of open source.
    c. All future projects using any files delivered by 6-bit will also have to be open source.
    d. Team 6-bit retains a license to use.

As long as the above conditions are met, the Client (Jason Weigel) may make use of the files provided by 6-bit without payment.

6-bit reserves the right to display all aspects of their creative work, including sketches, work-in-progress designs and completed projects on our portfolios and in articles on websites, in magazine articles and in books.

CLIENT

Jason Weigel

Date: 15/08/2016

WITNESS

Name: Steven Scott

Date: 15/08/2016

6-Bit Team

Steven Alan Scott — Date: 15/08/2016

Junchuan Xue — Date: 15-08-2016

Changyi Zhuang — Date: 15.08.16

Chunzi Lyu — Date: 15-08-2016

Dan Dai — Date: 15.08.16

Witness Grant McMillan — **Date:** 15-8-2016

Collaboration Tools

- Google Drive: https://drive.google.com/folderview?id=0B1EQ3dQXcRLIb0pQLXN2NkRrUkE&usp=sharing
- Slack: https://6-bit.slack.com
- Trello Scrum Board: https://trello.com/b/6oL5ltj7/6-bit#
- GIT Repository: deco38016bit

Additional Resources

EAIT Zones are to be supplied for development and deployment.

Sign-off Section

Team Members

Steven Alan Scott	Date: 15th/08/16	Junchuan Xue (Andrew)	Date: 15-08-2016	Changyi Zhuang (Cooper)	Date: 15-08-2016
Dan Dai (Alex)	Date 15.08.16	Chunzi Lyu (Maxine)	Date: 15-08-2016		
Jason Weigel	Date: 15/08/16				