

Asset & Development Plan

Created by Krembs, Max, last modified 2 minutes ago

Under Construction

Please be aware that this page is a living document!

If you see anything that concerns you, please feel free to drop a comment at the bottom of the page, or reach out to Max on Slack!



Asset & Development Plan: People For Words (XPrize)

Name	Role
Corey Clark, PhD	Development Lead
Anthony Cuevas, PhD	Instructional Design
Lisa Hembry	CEO/President LIFT
Diane Gifford, PhD	Literacy Specialist
Max Krembs	Producer
Victoria Smith	Artist
Jacqueline Gan-Glatz	Artist
Amie Adams	Infrastructure
Bart Holland	Infrastructure
Chris McCrimmons	Design/Scripting
Brian Rust	Programmer
Rukuan "Young" Yang	Programmer
Adrian Hernandez	Programmer
Yolette García	Asst. Dean/XPrize Liaison
Paige Ware	Dean of Simmons

[Click Here for the Revision Table](#)

Table of Contents

- **Asset & Development Plan: People For Words (XPrize)**
 - **Team Governance**
 - **Mission Statement**
 - **Team Contact Database**
 - **Team Contract**
 - **Roles & Responsibilities**
 - **Weekly Schedule**
 - **Build Plan**
 - **Consumer Testing Schedule**
 - **First Focus Group**
 - **Final Deliverable**
 - **Decision Making Mechanisms**
 - **Project Tracking Mechanisms**
 - **Personnel Tracking Mechanisms**
 - **Project Pipelines**
 - **Programming**
 - **Design**
 - **Art**
 - **Milestones**
 - **Product Backlog**
 - **Epic User Stories**
 - **Future Plans**
 - **Resources and External Links**
 - **Software Configuration Management**
 - **Naming Convention**
 - **Component Types**
 - **File Formats/Extensions**
 - **Dropbox File Structure**
 - **Perforce File Structure**
 - **Backup Routines**
 - **PC Images**
 - **Personal Backups**

Team Governance

Mission Statement

Representatives from Southern Methodist University (SMU) Guildhall, SMU Simmons School of Education and Human Development and Literacy Instruction for Texas (LIFT) have come together to create People ForWords to participate in the Barbara Bush Foundation Adult Literacy XPrize.

People ForWords seeks to advance the cause of adult literacy by creating a mobile application that engages and educates a broad spectrum of adult learners. This application must have a low technical barrier to entry, and a gentle learning curve that teaches while not patronizing learners. The application must not only teach such that the learners improve their test scores, it must also teach real world skills, and empower the learners to succeed in various aspects of their lives. The team aspires to advance the adult literacy industry in a tangible way by creating a tool that can scale and live beyond the initial XPrize contest, and be improved with future updates based on feedback and the development of new methodologies.

The team understands that in order to succeed in these goals, they must draw on the entire team's collective knowledge in a variety of fields, and they must work across disciplines, departments, and organizations to ensure properly informed development.

Team Contact Database

Name	E-Mail	Slack Name	Phone Number
Corey Clark, PhD	coreyc@mail.smu.edu	@coreyclarkphd	817-996-2396


Anthony Cuevas, PhD	acuevas@mail.smu.edu	<i>Not on Slack</i>	(214) 768-4848
Lisa Hembry	LisaHembry@lift-texas.org	<i>Not on Slack</i>	
Diane Gifford, PhD	dgifford@mail.smu.edu	<i>Not on Slack</i>	(214) 768-1353
Max Krembs	mkrembs@smu.edu	@max	(703) 489-2459
Victoria Smith	victoriarehfeldsmith@gmail.com	@victoria	(206) 898-4844
Jacqueline Gan-Glatz	jackie@kungzhi.com	@jglatz	(817)300-9978
Arnie Adams		<i>Not on Slack</i>	
Bart Holland	Bartenholland@gmail.com	@bartenholland	
Chris McCrimmons	cmccrimmon@mail.smu.edu	@cmccrimmons	832-364-8213
Brian Rust	brust@mail.smu.edu	@brian	
Rukuan "Young" Yang	ryang@mail.smu.edu	@young	
Adrian Hernandez	aahernandez@mail.smu.edu	@aahernandez	(832) 567-2131
Yollette García	ygarcia@smu.edu	<i>Not on Slack</i>	(214) 768-2206
Paige Ware	pware@smu.edu	<i>Not on Slack</i>	(214) 768-5465





Team Contract

All development team members agree to:

- Maintain an atmosphere of transparency and respect with all development tasks across all disciplines.
- Attend all weekly meetings, and notify Max if they cannot attend as soon as possible.
- Check the notes taken from each meeting, and notify the team of any errors using Slack.
- Complete all action items assigned to them each week by the start of the next meeting.
- Check the Slack at least twice per day, Monday through Friday.
- Check the Development Wiki for updates at least twice per week, and contribute their knowledge as they are able.

Roles & Responsibilities

Corey Clark, PhD	Project Lead
	<ul style="list-style-type: none"> • Provide direction on overall design and technical implementation. • Interface with stakeholders and team members outside the core development team. • Create and maintain People ForWords Website
Anthony Cuevas, PhD	Instructional Design
	<ul style="list-style-type: none"> • Originator of SMU's involvement in the XPrize project

	
Lisa Hembry	CEO/President LIFT
	<ul style="list-style-type: none"> • Original point of contact between team and XPrize Project
Diane Gifford, PhD	Literacy Specialist
	<ul style="list-style-type: none"> • Point of contact for literacy education questions and verification of methodology • Research CASA test, and verify application meets specific usage requirements
Max Krembs	Producer (departing project 7/14/16)
	<ul style="list-style-type: none"> • Serve as product owner, working with the rest of the team to create and maintain a product backlog of user stories that describe the project. • Create and own the Asset & Development Plan in consultation with the rest of the team. • Monitor other documentation and ensure its accuracy across the project. • Mitigate team risks. • Maintain team goals. • Coordinate and document team meetings. • Consult on sound design issues as needed.
Victoria Smith	Artist
	<ul style="list-style-type: none"> • Create concepts and art assets. • Collaborate with other artist(s) to define the look of the game. • Coordinate with programmer(s) and deliver art assets to them.



Jacqueline Gan-Glatz

Artist



Arnie Adams

Infrastructure



Bart Holland

Infrastructure



Chris McCrimmons

Design/Scripting

- Create concepts and art assets.
- Collaborate with other artist(s) to define the look of the game.
- Coordinate with programmer(s) and deliver art assets to them.

- Creating framework for back end infrastructure
- Assisting with troubleshooting specific issues originating from our usage of his infrastructure

- Customizing Arnie's infrastructure to apply to our application
- Connecting back end infrastructure to client-side experience

- Hold team vision for design implementation
- Develop games and challenges to promote literacy development
- Devise general game flow
- Write story and script for adventure components
- Work with programming and art to implement games and systems



Brian Rust

Programmer



Rukuan "Young" Yang

- Write and update code for various game components.
- Work with other programmers to maintain technical direction.
- Responsible for creating builds and assembling all game-related art assets.



Adrian Hernandez

Programmer

- Write and update code for various game components.
- Work with other programmers to maintain technical direction.
- Responsible for the majority of the animation implementation.



Yolette García

Asst. Dean/XPrize Liaison

- Serve as the primary contact point between XPrize and the SMU/LIFT Team.
- Update the team on any changes to the project scope or terms.



Paige Ware

Interim Dean of Simmons



- Dean of the Simmons School School of Education.
- Overall lead of Simmons' efforts toward the project.

Weekly Schedule

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
	Office Hours 9:30 AM - 12:30 PM	Weekly Art/Design Lock, Beginning of Integration 2:00 PM	Office Hours 2:00 PM - 4:00 PM			
			Weekly Build & Bug Test 2:00 PM - 4:00 PM			
			Weekly Team Meeting 4:00 PM - 6:00 PM			

Build Plan

1. Brian assembles all assets created since the previous build.
2. Brian packages a new build of all assets.
3. Brian pushes the new demo/build to Perforce.
4. Another team member gets latest from Perforce, and runs the build using Wamp to test its integrity.
 - a. Run Wampserver64
 - b. Open an internet browser
 - c. Navigate to the appropriate build of the game within your www folder
(example: <http://localhost/XPrize/Main/Demo/>)

Consumer Testing Schedule

First Focus Group

Dr. Gifford and Dr. Cuevas are leading the first round of consumer testing using the Vertical Slice build. This testing will inform the development team's decisions moving forward into the next milestone.

This build was delivered on July 11th. The team estimates that this first round of testing will begin in early August 2016.

Final Deliverable

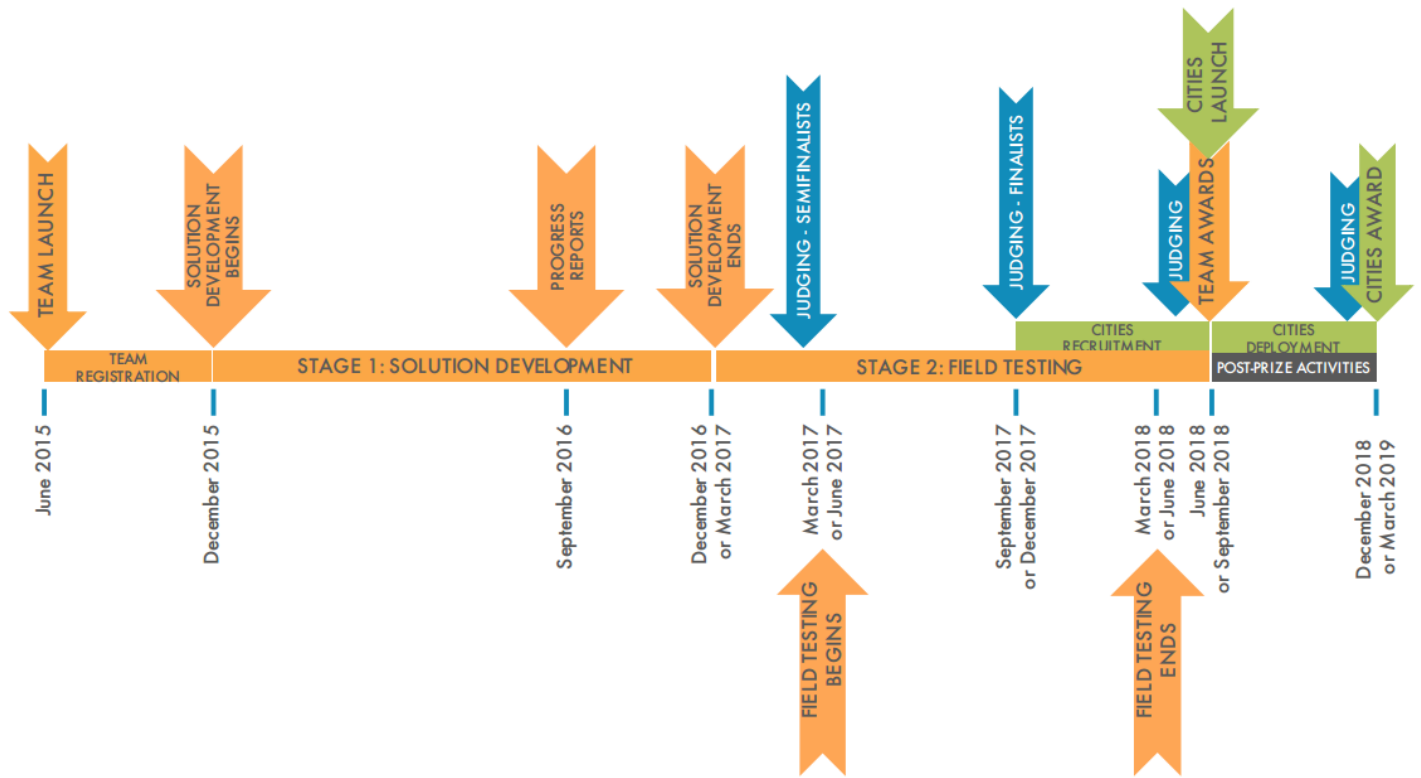
In December 2016 **or** March 2017 (TBD by XPrize*), the team hands off their final submission to the XPrize Foundation.

Three months later (March 2017 **or** June 2017), the Foundation selects 15 finalists. If selected as a finalist, the Foundation then handles distributing the application to a sample of users in a major metropolitan area ($n = \sim 800$). The users then work with the application over the following six months (through September 2017 **or** December 2017). The team may collect data and update the application during this testing phase.

The Foundation then narrows down the field to no more than 5 finalists. If selected as a finalist, the Foundation then continues to support the application for another six months. (through March 2018 **or** June 2017).

At the end of this final testing phase, the Foundation distributes awards.

**The XPrize foundation plans to determine whether or not to add an additional three months to the development timeline in the fall of 2016, after receiving progress updates from teams.*



Decision Making Mechanisms

1. The development team makes the majority of their decisions at the Weekly Team Meeting, held on Thursday afternoons. Please let Dr. Clark know if you have an issue to add to the weekly agenda.
2. While apart, the team makes decisions as needed by communicating with one another over **Slack**.

All decisions must be documented on the project wiki, on the appropriate page. Consult Max or Chris if you have any questions on Wiki organization!

Project Tracking Mechanisms

Click the name of each tool to be taken to that tool online (if applicable).

- **The Wiki (also known as Confluence):** The overall knowledge database where decisions are recorded, designs are documented, and the legacy of the project lives on. Specific contents include:
 - **Art Guide:** Pages detailing the visual style of the project, including stylistic conventions, color palettes, and concept art.
 - **Game Design Documentation:** Pages detailing the gameplay designs and story overviews.
 - **Educational Resources:** Pages containing Diane's research and reference materials for educational practices

- **Slack:** An online chat application where team members receive personal messages, departmental messages, and overall team announcements. Reminders for weekly meetings and important events are also received through Slack.
 - In addition to the web-based solution, **Slack also has apps** for iPhone and Android, and a standalone desktop application for both PC and Mac.
- **Dropbox:** An online file repository where team members can quickly share files to one another to use in builds or to communicate ideas.
- **Asset Database:** A database of all files detailing their location, purpose, file name, and other important information.
- **Perforce:** Standalone version control application used to manage the changes to the files used in the creation of the project. Our Perforce repository also contains source files for final assets.
 - Contact Chris if you need assistance getting your computer connected to the Perforce.

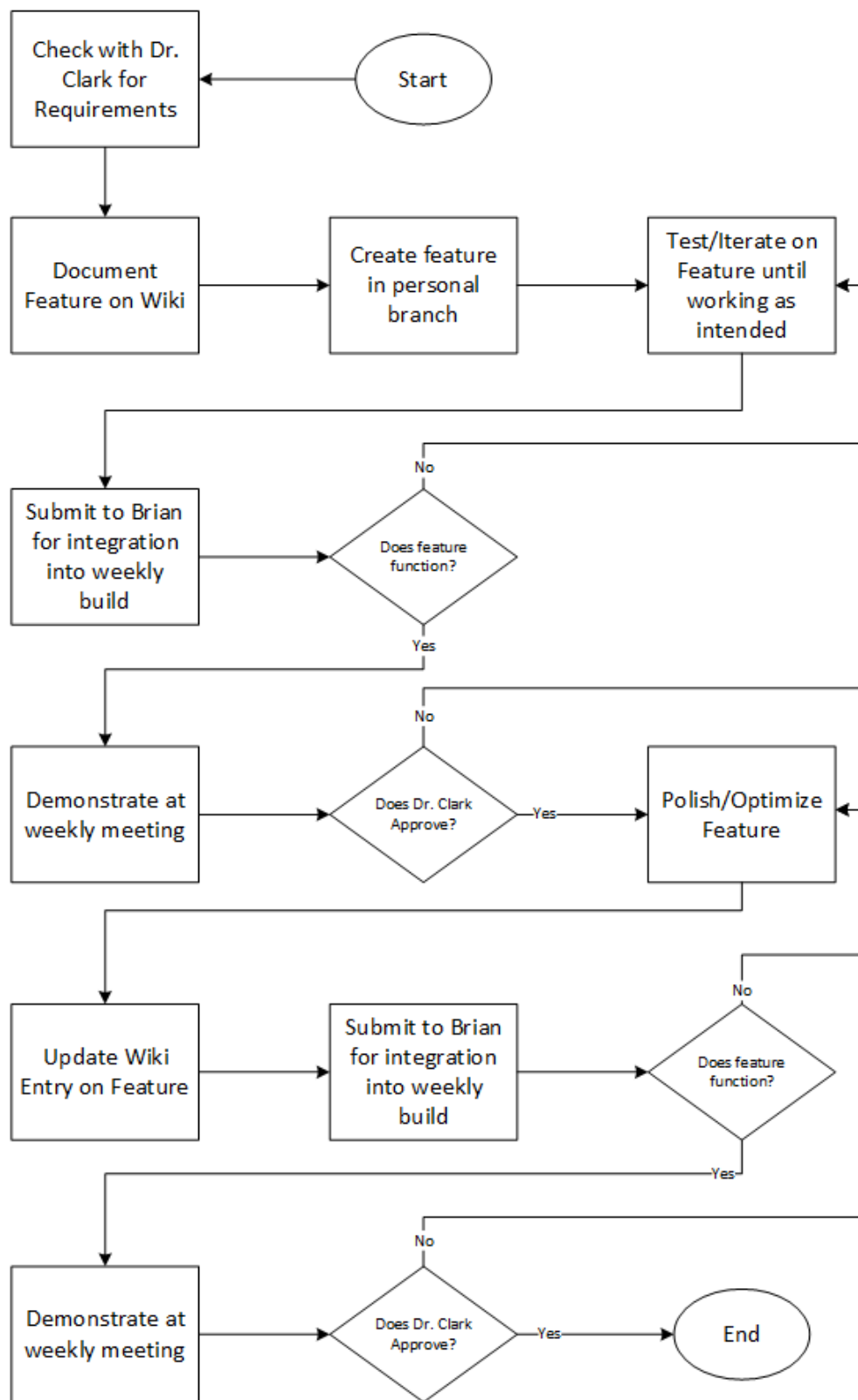
Personnel Tracking Mechanisms

Click the name of the tool to be taken to that tool online.

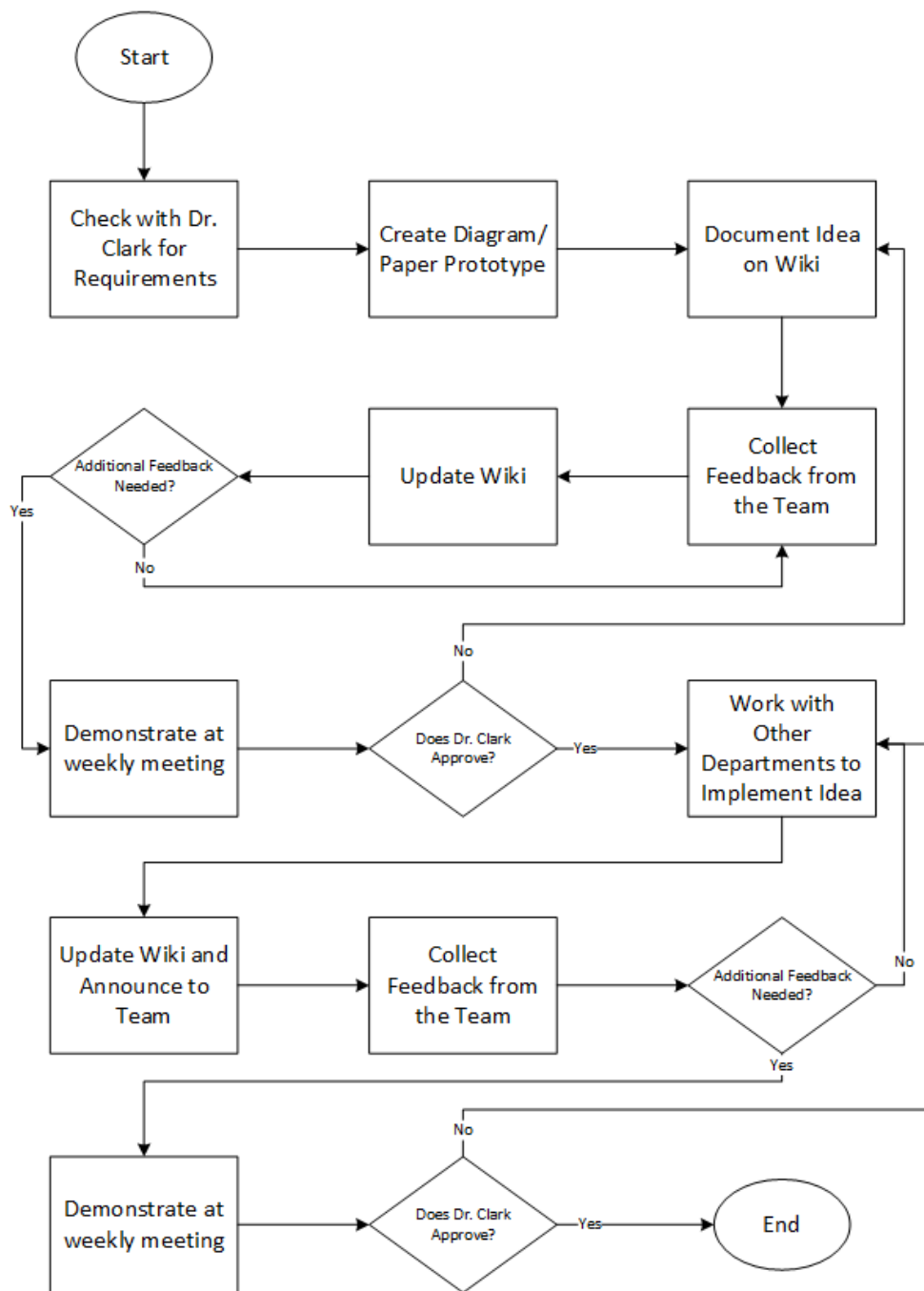
- **my.SMU:** SMU's online portal through which all team members enter their time to send to payroll.

Project Pipelines

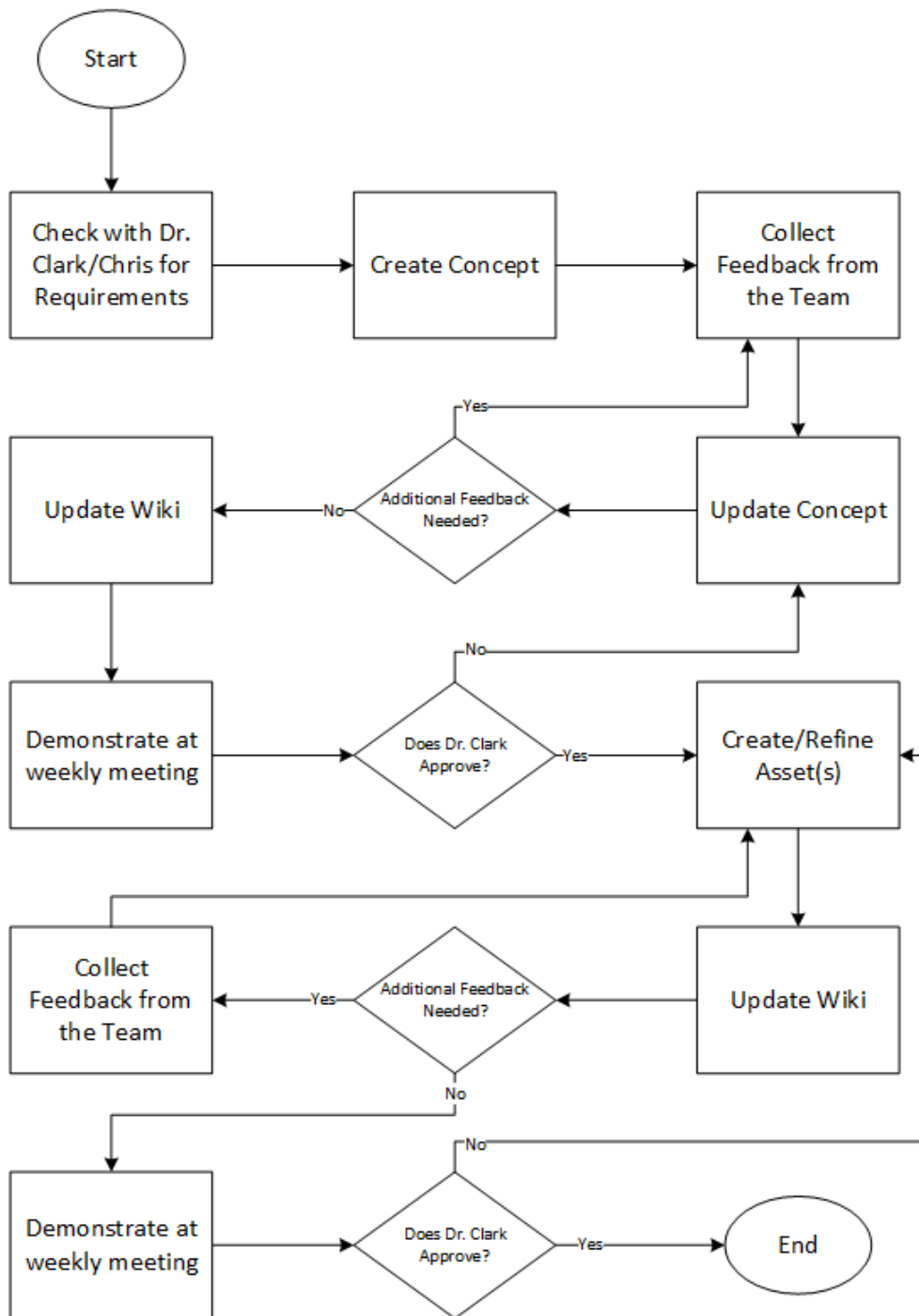
Programming



Design



Art



Milestones

Milestone	Dates	Requirments
First Focus Group Test (Formerly Called "Vertical Slice")	July 11, 2016	<ul style="list-style-type: none"> Fully functional username/login support. Must have enough gameplay to test for learning and replay value for about a week (4-5 hours of content) Need core game- the C-VC crafting Includes opening cutscenes and initial Atlantis tutorial, with additional crafting puzzles to create replay-ability Ends with the opening of the library to see future content, see world map in library with audio cues

Vertical Slice (Formerly called "Alpha" or "RC1")	October 1, 2016	<ul style="list-style-type: none"> One primary "wing" of Egypt fully complete with art, 1-3 minigame mechanics, and quests. Data collection features implemented Post-release update capabilities implemented Audio implemented, but not necessarily balanced. All art and design within first "wing" implemented to Alpha No placeholder assets within first "wing" Understood that polish, balance and bugs fixes remain Passes compatibility testing with desired Android devices All non-game assets (installers, documentation, etc.) shippable quality
Wing 1 Beta/Wing 2 Alpha (formerly called "Beta" or "RC2")	November 1, 2016	<ul style="list-style-type: none"> Two primary "wings" of Egypt fully complete with art, 1-3 minigame mechanics, and quests. First version that is a believable final candidate All art and design within second "wing" implemented to alpha No placeholder assets within second "wing" All art and design within first "wing" implemented to beta Understood that polish, balance and bugs fixes remain Polished and balanced audio in both completed wings No known show stopper issues
Final XPrize Submission	December 1, 2016	<ul style="list-style-type: none"> All three "wings" of Egypt prepared for final release for XPrize consideration. All three wings at release quality

Product Backlog

Epic User Stories

1. As a user, I want to learn through a game app on my android phone through a combination of typing, touching, talking, hearing, and seeing.
2. As a user, I want to be able to log in to an account, and track and save my progress.
3. As a user, I want to be able to play an adventure game across different locales and learn basic phonemic skills (alphabets, sight words, and onset-rime).
4. As a developer, I need to connect different locations together to create an adventure game level for the player to explore.
5. As a user, I want to learn the required CASAS entry-level curriculum.
6. As a developer, I create minigames and quests to flow within the level/chapters.
7. As a developer, I want to be able to track player usage statistics to iterate on play experience and conduct research on the applied methodologies.
8. As a developer, I want to be able to dynamically update game content after publication.

[Click for Detailed Breakdown of Epic User Stories](#)

Future Plans

- The team has plans for up to four additional adventures that the player can embark upon after Egypt:
 - The Great Barrier Reef (Australia)
 - Machu Picchu (Cusco, Peru)
 - Petra (Wadi Musa, Jordan)
 - Rapa Nui National Park on Easter Island (Hanga Roa, Chile)

Each of these items is an additional chapter of the Atlantis story, equal in scope to the Egypt chapter featured in the December 1st version of the game.

- The XPrize Contest development deadline may be delayed to March (see [Consumer Testing Schedule](#)). If that happens, the team hopes to include the next chapter of the story for learners to use in the deployment period.

Resources and External Links

- [LIFT Website](#)
- [SMU Guildhall Website](#)
- [Simmons School of Education Website](#)

- [Adult Literacy XPrize Home](#)
- [CASAS Life and Work Reading Test Information](#)

Software Configuration Management

Naming Convention

<ComponentType>_<ComponentName>_<Variety>.<Extension>

<ComponentType>	What kind of file is this file? See the table below.
<ComponentName>	A descriptive name for what the file is. Please be specific-- "RedHelpButton" is much better than "Button."
<Variety>	If applicable, the version of the asset that this is when viewed as a set. Should be a number counting up from 1.
<Extension>	The extension of the file. See the table below.

Component Types

Type Indicator	Description	Example (using a sandbox asset)
TXT	Textures	TXT_ExampleAsset.png
SPR	Spritesheets	SPR_ExampleAsset.png
ANIM	Animation frames	ANIM_ExampleAsset.png
SFX	Sound effects	Zoo_SFX_ExampleAsset.wav
MUS	Music	MUS_ExampleAsset.wav
PAR	Particles	PAR_ExampleAsset.png
UI	UI Elements	UI_ExampleAsset.png
EX	Example/mock up (video or still image) of a final idea	EX_ExampleAsset.mp4
DOC	Documentation that exists outside the wiki (charts, spreadsheets, documents, etc)	DOC_ExampleAsset.visdx

File Formats/Extensions

File Type	Description	Example Filename
.json	JSON object referenced by the application	ExampleAsset.json
.js	Javascript file reference by the application	ExampleAsset.js
.ttf	True Type Font referenced by the application	ExampleAsset.ttf
.psd	Photoshop project file	ExampleAsset.psd
.png	Lossless image file format	ExampleAsset.png
.docx	Microsoft Word document	ExampleAsset.docx

.xlsx	Microsoft Excel document	ExampleAsset.xlsx
.pptx	Microsoft Powerpoint document	ExampleAsset.pptx
.visdx	Microsoft Visio document	ExampleAsset.visdx
.jpg	Compressed image file	ExampleAsset.jpg
.mp4	Video file	ExampleAsset.mp4
.wav	Uncompressed audio file	ExampleAsset.wav
.zip	Compressed archive of files	ExampleAsset.zip

Dropbox File Structure

In general, the Dropbox contains in-process files and mock ups. As files transition to their polished versions, their work files and final versions are migrated to Perforce.

Location	Purpose/Contents
XPrize/	Files relating to the overall project: logos, pre-wiki design documentation, etc.
XPrize/ART/Animations	Animations, including both mock ups and individual components for execution. Sorted into individual animation scenes within.
XPrize/ART/Concepts	All concept art, past and present. Sorted by into categories within.
XPrize/ART/Particles	Particle sprite sheets and mock ups. Sorted into individual particles as needed.
XPrize/ART/Reference Images	Reference images informing the art style. Sorted by into categories within.
XPrize/ART/UI	General UI sprite sheets and components. The root contains older versions to reference.
XPrize/ART/UI/New UI	General UI sprite sheets and components. Latest revisions are held here.
XPrize/ART/UI/PSD Source	Photoshop documents containing UI components, as needed for implementation.
XPrize/Demos	Contains demos of the prototype. New demos are pushed to Perforce, zipped up, and placed here as needed.
XPrize/Design	Contains mock ups of mini games.
XPrize/Meeting Notes	Meeting notes collected here, in addition to their Wiki version.

Perforce File Structure

In general, the Perforce depot contains builds of the game, polished files, and their source files. As files are added to the Perforce, please delete them from the Dropbox.

Location	Purpose/Contents
XPrize/Branch	Each development team member has a folder within to store work files as needed.
XPrize/Main/Assets	Final versions of work files and exports. Folders within for Audio, Images, and Video.
XPrize/Main/Basic	A demo of the prototype without speech functionality.
XPrize/Main/BasicSpeech	A demo of the prototype with speech functionality.

XPrize/Main/Demo	A demo of the prototype.
XPrize/Main/Game	TBD

Backup Routines

PC Images

Art	Design	Programming	General
Adobe Creative Cloud (2015)	Adobe Creative Cloud (2015)	Phaser.io	Microsoft Word 2013
		Node.js	Microsoft Excel 2013
		Express	Microsoft Visio 2013
			Perforce P4V 2014.3
			Microsoft Windows 10
			Cisco Anyconnect VPN
			Slack
			Confluence (Wiki)
			my.SMU
			Wampserver64

Personal Backups

During the workday

- Commit changes to Perforce repository/Dropbox after completion of each task

At the end of the workday

- Commit any remaining changes to Perforce repository/Dropbox

At the end of each week

- Backup local working directory folder to *external drive*

[Like](#) Be the first to like this

production