Guidelines for Contributors to follow

GENERIC RECOMMENDATIONS:

1. **Be honest with yourself:** don't claim you can do something if you're not sure you can and don't promise strict deadlines if you're not sure you can keep the pace. Ask yourself how much you're interested in the idea of helping, and how much in the actual act of helping.

2. **Be honest with Quill O' The Wisp:** you're going to have huge delays? You've lost interest? A sudden event prevents you from cooperating further? You don't like how the working relationship is being managed? **JUST TELL US**. Don't simply stop answering emails or buying time with excuses. No one here will ever hold a grudge against you because you changed your mind or overestimated your skills. As long as there's a human, honest relationship, everything is going to be fine.

3. **Communicate frequently**: a couple of emails a week, even short ones, are recommended in order to build a solid relationship and have a clear idea of progress.

4. **Let us know when you receive our emails**: when you receive an email, please remember to letting us know as soon as possible. If you don't have time to read it, you can do that later, of course, but at least we can be sure the message has reached you.

5. **Let us know when you DON'T receive our emails**: if you're expecting a communication or an answer from us, let a couple of days pass, and then send again. Emails can end up being filtered by the spam-guard sometimes; and rarely it can even happen that we think we've answered while we still haven't.

6. **Read the guidelines:** please check and re-check this file and the more specific one that will be sent to you, cause they contain all you need to know.

7. **Don't be afraid of asking elucidations:** asking twice is better than doing something wrong, wasting time and resources.

8. **Share your thoughts / experiences:** telling if something doesn't convince you (and why) is more than welcome. You can even give suggestions about topics not strictly related to your area of expertise: we're making the game together and we value your opinion.

9. **If you're working for free, as a volunteer:** you're not expected to be as efficient as a paid worker would be; at the same time you can't think of this project as something you can discard whenever you want. As soon as you tell us you're going to help, you're committing yourself somehow, and please consider the fact that progress and team stability both suffer a lot from frequent changes of mind and resignations.

10. **HAVE FUN!:** hey, we're making a game after-all! Isn't this supposed to be fun? It's better than shoveling dung, isn't it? (most respect for that job, though)

11. **BE PROUD!:** we're giving fans from all over the world what they've been expecting for over two decades! And you are a part of this!

FILE FORMATS for ARTISTS:

1.Single sprites and backgrounds must be provided as .png.
2.Portraits must be provided with a transparent or monochromatic background sized 160x144. The portraits must show the face of the character, and a third of the chest at most.
3.Gameplay Background resolutions will need to be 320x144. The background will consist of a 8 pixel high black bar at the top and bottom of the area, showcasing a Letterbox effect. Foreground elements can extend the beyond letterbox to the full 144 height for a unique effect.
4.Animations must be provided as animated .gif with correct timings.
5.Each frame of a gif must be COMPLETE cause AGS imports .gif as separate frames.
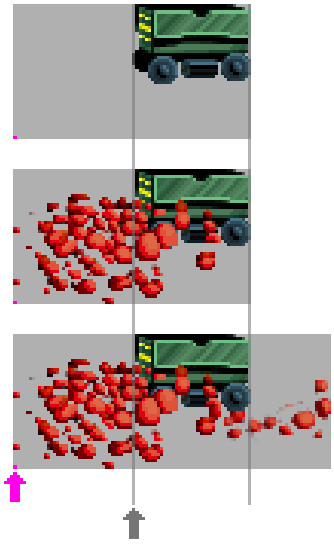
LAYOUT for ARTISTS:

1.*Vertical placement:* when doing character sprites/animations (especially walkcycles and talkcycles), the character's feet must touch the bottom of the sprite and there must be a free space of about the size of a head from the top of the head itself and the upper border of the canvas.

Correct.	Wrong! Character's feet aren't touching the bottom of the canvas	Wrong! There isn't enough space from the top of the head to the top of the canvas!	Totally wrong! The Character's feet aren't touching the bottom & there isn't enough space above the top of the head.

2.*Horizontal placement:* to avoid sudden displacement of characters when an animation is played, the character must always remain centered in the image, as the engine places the sprite according to the central pixel of the bottom row. The better way to avoid issues is placing the character in a canvas big enough to allow any future animation without the need to enlarge it.

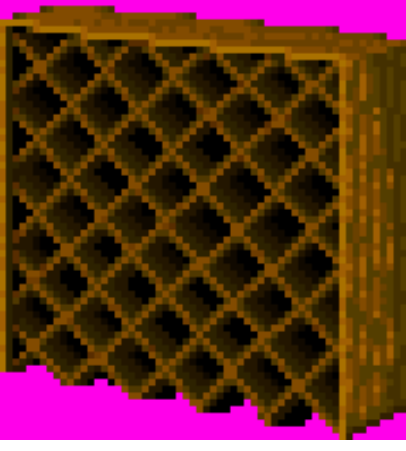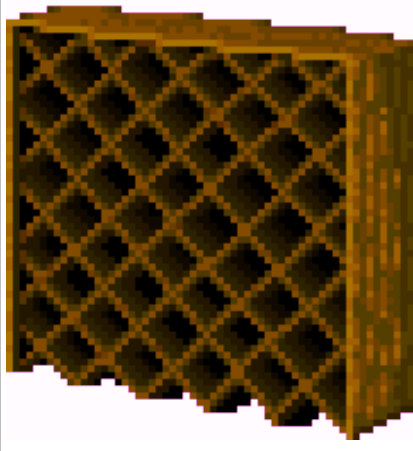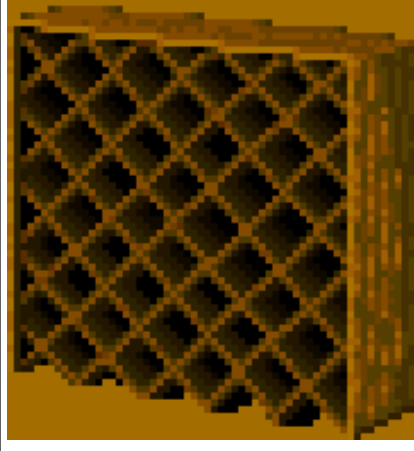|			
Correct.	Wrong. Not enough space on the sides for further animation	Wrong. Character isn't centered	Probably wrong. There's usually no need for so much space on the sides and smaller canvas are better.

3.***Animations:*** when making a large animation designed to interact with background elements, our engine anchors the alignment by the bottom left corner to avoid frame shifting. Characters are an exception as their position is recorded by considering the central pixel of the bottom row (see above)

	In the top frame, we see an empty minecar, but the contents will soon spill out. As such, the resolution needs to expanded for the soon to be filled space.	In the middle frame, we see the rocks have spilled out. By ensuring the minecar was in the right position to start with, everything stays aligned.	In the last frame, the frame expands to the right. Since the animation is anchored by the bottom left, the screen can always be expanded UP and RIGHT, as long as the most extreme bottom/left point has been fixed.

4.***Canvas:*** sprites/animations should be wrapped in a rectangular canvas of the smallest possible size able to contain the image, but always leaving at least a <u>one-pixel wide horizontal line in the uppermost part of the image</u>. This applies to Foreground elements of Backgrounds as well; characters are once again an exception (see above)

Correct.	Wrong! There's no space at all in the uppermost part of the image!	Wrong! The canvas is too big for such a small image!

5.Sprites' background: sprites/animations MUST have a monochromatic background, of a color that hasn't been used elsewhere in the same sprite / animation. Do NOT use the transparency function in your editor.

Correct.	Wrong! There is no background colour at all!	Wrong! The background colour has already been used in the sprite!

FORMATS FOR MUSIC for COMPOSERS

1. All files must be in .ogg, 128 kbps.
2. However, an higher quality / lower compression version MUST be provided as well, together with the 128 kbps .ogg
3. Background music should last at least 1 minute and 30 seconds without loops, to avoid sounding repetitive.
4. Background music must be seamlessly loopable (unless differently stated).
5. There mustn't be silence at the beginning or the end of the audio track (this can be done very easily with most recording programs. For example, Audacity has an effect called "Truncate Silence" which does exactly this. Needs minor tweaking but saves a lot of time)
6. Files must be renamed as musicX.ogg, where X is a number. The correct number to use will be communicated to the composer in the specific guidelines.

FORMATS FOR SOUND EFFECTS for SFX-ARTISTS:

1. All files must be in .ogg, 128 kbps.
2. However, an higher quality / lower compression version should be provided as well, together with the 128 kbps .ogg
3. There mustn't be silence at the beginning or the end of the audio track (this can be done very easily with most recording programs. For example, Audacity has an effect called "Truncate Silence" which does exactly this. Needs minor tweaking but saves a lot of time)
4. In case the sfx are not recorded from scratch, it's highly advisable to use only PUBLIC DOMAIN tracks; as the last resort, tracks must be FREE FOR NON-COMMERCIAL USE, and in this case the sfx-artist must note down the name of the original author for proper crediting.
5. Files must be renamed as soundX.ogg, where X is a number. The correct number to use will be communicated to the sfx-artist in the specific guidelines.

FORMATS FOR VOICE ACTORS

1.All files must be in .ogg (.mp3 only if you don't know how to save in .ogg) 128 kbps
2.Each track has to be clean of background noise (if you don't have good recording equipment, you can try cutting the noise with filters, but it's never going to be like using a professional mic).
3.There mustn't be silence at the beginning or the end of the audio track (this can be done very easily with most recording programs. For example, Audacity has an effect called "Truncate Silence" which does exactly this. Needs minor tweaking but saves a lot of time)
4.The volume of all the tracks must be constant, and as close as possible to the one in the example track (which will be sent together with the script), unless otherwise indicated.
5. Dialogue lines begin with the meta-character "&" followed by a number. If two lines look identical but they have a different number, you have to record two different tracks all the same; instead, if they begin with the same number, and appear more than once in the script, you only need to record once.
6. If you find meta-characters inside a line (like "%", "[") just ignore them in your acting.
7. There are some blank lines, sometimes. You can skip those without recording, of course.
8. Each track must be saved as xy.ogg (or .mp3) where x is a code associated with the character (which will be provided) and y is a number ranging from 1 to 9999, which you can find next to the "&" symbol in each dialogue line.
9.Example: if the character's Script Name is cSilica and her code is SILI, the dialogue track:

cSilica: &1 My Lord? You're asking me?! Oh my, I'm getting all flustered.

Must be saved as "SILI1.ogg" (and not "SILI0001.ogg")