

Peragro Tempus
Barkbane project
Outline.

Name: Barkbane. Also known as: Barkbane County (to the royal tongue), Bogfast, The Howling Forest (to the outside world).

Location: Small village in an unknown part of the world.

Geography: Swampy in some parts, dark and surrounded by trees. Small creeks flow through Barkbane.

Architecture: Some huts aside the creeks, no center of village, everything widely dispersed. Most huts abandoned for unknown reasons, some villagers remain, though mostly disturbed or afraid of something. Huts of poor quality, held together by wooden planks, the roofs thatched. Some huts scattered around are partly sinking through the ground.

Time period: 20 years before the 'Common Landing' (Tribes of the Vaalori and Kvali organize an expedition to explore new land for room to live).

General appearance and nature: A fast-flowing river leads to a great forest, at which it spreads out into smaller creeks. The grassy green fields change into a muddy mess as the land progresses into the forest.

Old trees are stretched out towards the skies and their limp branches fall over the swamps.

Evolution lost all senses here, many creatures are twice as big and sport colorful skin or fur. A constant fog lies like a blanket over the ground. Strangely in some parts it is sucked into holes in steady dirt.

Dragonflies are a plague but the forest is also inhabited by some species of berry-hounds, neck-frogs, birds and lizards.

The populace: Trying to find someone sane, let alone someone in Barkbane is a quest on its own. There lives one hermit in a hut somewhere in the forest who might know what's going on but the place surrounding the hut is ridden with dragonflies and the ground itself swallows things whole. At night chants can be heard coming from the darker corners of the Howling Forest, a sign that the place is not totally uninhabited. .

Story and setting: The player finds himself on the edge of the forest with little equipment or provisions. A mental barrier keeps him from going back, amnesia has set in and it somehow feels right going on into the forest. Cutting wild branches and bushes aside with the only tool in his inventory he is overwhelmed by the forest interior. After the awe comes the adventure as the player tries to find out what is drawing him to this place.

Technicalities: Barkbane is a fresh start for the Peragro project. Many years of random development has given us enough code and experience to work with, though the project never really had a certain goal to work to (as I found out in the interviews many would agree on that). Many developers lack the time to work according to a schedule, which is not a flaw in itself. Most of the developers see Peragro Tempus as a hobby, and development is a time to relax from the stressing moments in life. That does not mean that this hobby can't turn into something great. People that have a serious hobby usually strive to make something out of it, and learn something new every day. The time, sweat and tears many of the developers have put into the project is admirable, but it is time to go somewhere. Sweat and tears have made the soil fertile for things to grow on. The interviews have served well as research, it also helped to pick out the people that are really willing to work hard and seriously.

Although the Barkbane project will be a common developer project (meaning everyone can and is expected to assist), it will mostly consist of a core of die-hard developers, a small team working scheduled hours on a small project that will be easy to develop and will serve as a launching pad for further Peragro development. Everything will of course be taken into consideration. Lack of time or real-life issues will not disturb the project's progress as it will be handled well and in such a way that we can fall back onto other people or work on other tasks.

Expected though is a certain motivation and working on this project specifically will have to be done in a social atmosphere.

In order to make a clean start everything will have to be done anew, though simple. A specific channel will be created for Barkbane and the core developers are expected to discuss the project there. That does not mean it can't be discussed in the main chat-room, however a good clean start means keeping it clean.

The art department will make a simple website and news will be updated weekly, both there and on the Peragro website.

As development progresses, brainstorming will create new idea. The project's future relies on the developer's inspiration. Whenever possible a meeting will be held.

The start of the project is scheduled in some two weeks (current date is the 29th of January). During the 2 weeks before there will be discussion and brainstorming and if some points are not agreed upon they will be changed or removed.

Everyone will have a say. Whoever thinks he's up to Barkbane can speak up and volunteer for the core team. In these 2 weeks the artists up to it will also be creating visual concepts, this work will mostly be done by the art-director (Jekkar) and will consist of sketches, concepts and development of the website.

Dividing roles:

A core of 6 to 8 developers will be working on Barkbane and will consist of 3 or more coders, 2 to 3 artists (Art-director, texture-designer and modeler) and 1 to 2 settings designers. Specific roles will be discussed after having recruited the developers needed.

Schedules:

As explained earlier Barkbane will have to be developed on a time schedule and the maximum schedule for a final release is set to July 2012. In a year's time when enough material is made and a possible client is set to be released it will be made to download for the public. This also in order to recruit more possible developers.

Each developer is expected to give in a minimum development time of 4 hours a week (do not see this as an opportunity to relax though!), anything extra is welcome and healthy for the project. In these 4 or more hours the developer will be working on assigned tasks agreed upon in meetings.

Advised is that development is done in the week-ends, since it is the most likely time other developers will be addressable and thus development can be easier checked.

When a developer feels he or she is not longer up to the task this person can take a temporary break and a new developer will be added or work will be divided over the other developers. When it is noticeable a developer is not putting in enough time the issue will be addressed. However cruel this all may sound there will be no specific hierarchy, only the team's common decisions and a social working atmosphere. Address something you're bothered with, either at a meeting or in the Barkbane chat channel if someone is present.

Further notes:

-This document is an outline and will be changed, it is not a final decisive document.

-As the development team never had a steady music development it is expected that the first year of development will not go accompanied with a soundtrack and additional music. With a first public release and hopefully good feedback, we will start looking for a possible sound developer.

-Barkbane is an area in Jekkar's "Olav the Destroyer" story, however it has no connection and is purely chosen for its wide possibilities in connection to settings and storyline.

- This document is sent to current core members and will be released to other developers when its structure and general reality is agreed upon.

Yours truly and thankful,

-Nick "Jekkar" Bastin.
Art-director.

Additional notes.

Caym:

- Decide on a style/general feel/central idea (mood, colors, lights, etc.) to make everything coherent and help guide everyone.
- Decide on a simple demo environment with as few elements as possible (1 tree, 1 simple building, 1 pond, 1 npc, a couple of light sources). Define it very precisely (sketches, visualization).
- Make a numbered list featuring all those basic elements.
- Give assignments following the aforementioned list and the appropriate chain of command, with deadlines.
- Hopefully, people will get into the habit of a proper workflow, without which nothing can be achieved.

(do not do anything extra/not mentioned: write a story, whatever)

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Barkbane is a project that takes it step by step. We start with something simple like a house and a tree, see what we can do and continue building on that. This to see what we can do, how well we can do it and to start getting a general feel of how the overall art and look should be.

The following are some samples of what we can do with the look.

Screenshot 1.



A swamp level from left 4 dead, a first person shooter game.
Trees and sky.



Note the water and use of wood and trees.
We're going for this exact feel, a dark gritty atmosphere, covered in mist.

Simple stuff: a house, or a tree.



We'll take the **first step** and make a decent house. Making a good looking house is an achievement in itself. This is a good sample of what the overall look of the outside village will be. Caved-in roofs like this will be part of the general look.



Simple foliage, done easily with a texture. House design and fences.
Step by step.



Foliage, Note the falling trees and pines.

Colors:

Foliage and general color:



House color:



Main structure:



General feeling:



Color pallets.

House:



Foliage:

