

ZFGC University Conception Document

Document Purpose

The purpose of this document is to flesh out the details for an idea for a sort of Zelda fan-game development tutorial series. It fleshes out the needs of such an undertaking, various issues and how they would be addressed, and the initial concepts, negotiation, and settled agreement related to various bits and pieces that would group together to make *ZFGC University* work.

General Concept

The general concept behind *ZFGC University* (name pending) is creating a set of boards focusing on teaching people how to get into programming, designing, composing, drawing, planning, and accomplishing the various tasks required to develop an entertaining *Legend of Zelda* fan game.

The boards created would be across several different categories (in the sense of their subject, not in the sense of forum categories), each board possessing sub-forums that would contain a tutorial series each. For example, the *Design* subject's board would contain one board for *Minalien's* tutorial series related to the development of an effective audio management system in C++, and another board for *Infinitus's* article about designing the flow of a game engine using C# and OpenGL.

These boards would each be created, and the author would be given sole access to them, until the completion of the first two tutorials in the series, upon which the board would be open to the public. This board would be used to post the various pieces of the tutorial series, as well as to serve as a place for those reading the tutorial to ask questions, post advice to other readers, and discuss issues related to the tutorial at hand.

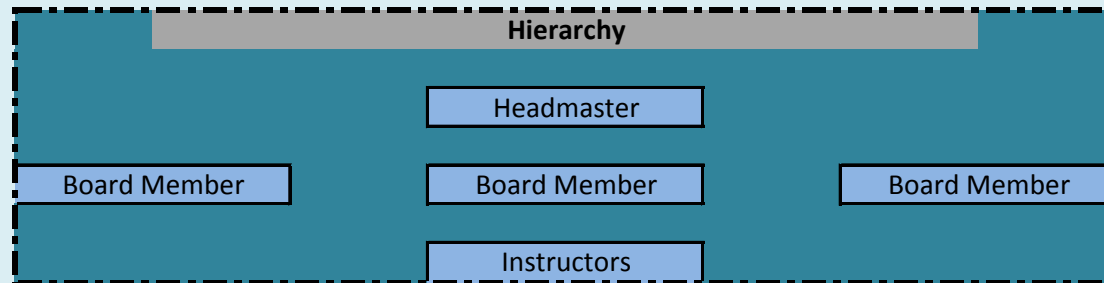
There would also be a Tutorial Authors board, for the authors of various tutorials to discuss amongst themselves what trends they see among those following various tutorials, as well as getting advice from others writing tutorials. These members, given a *University Instructors* user group (see included spreadsheet for the hierarchy breakdown), would be selected among applicants by a University Board (see the section on the Board) that would be in charge of the administration of the University.

ZFGC University Board of Education

The Board of Education, abbreviated from here on out as simply the Board, would be a group of three members who would manage the general management of the university, including the selection of instructors, the day-to-day management tasks related to the university, and handling issues that occur within the university.

The board of directors would be overseen by the Headmaster of the university. The Headmaster would require administrator access, so that he would have the ability to manage the University staff boards, as

well as the creation and deletion of various classes (tutorial series) and the general management of the University.



Forum User Groups	
Group	Required By
Administrator	Headmaster
ZFGCU Board Member	Board Member
ZFGCU Instructor	Instructors