

Constitution of the UMBC Game Developer's Club

Article I: Name and Purpose

The UMBC Game Developer's Club has been established for the expressed purpose of not only creating great games, but also creating great programmers, artists, and designers. The UMBC Game Developer's Club has also been established for the expressed purpose of educating its members in the game development process.

Article II: Scope

This organization shall be subject to the jurisdiction of the Student Government Association of the University of Maryland, Baltimore County, as well as to the President of the University and his/her designee.

Article III: Nondiscrimination

Membership in this organization may not be denied because of race, color, age, sex, sexual orientation, university status, physical or mental disability, disabled veteran or veteran, national origin, or religion.

Members are students that have shown up to at least a fourth of the meetings during the present semester or previous semesters.

Active members are any members who show up to at least half of the meetings a semester or contribute content to a club project. Membership is open to any UMBC undergraduate or graduate student. Membership is subject to the nondiscrimination clause (Article III).

Article IV: Officers and Elections

The officers of the UMBC Game Developer's Club shall consist of President, Vice President, Treasurer, and Secretary. These officers shall hold the following duties:

1. Calling and holding organization meetings.
2. Choosing a faculty/staff advisor.
3. Creating and coordinating organization events.
4. Managing organization finances.
5. Managing development team.
6. Creating and maintaining relationships with outside organizations.

All officers must have undergraduate status as a UMBC student, good academic standing, be an active club member, and be a student for the full academic year they are elected for.

All officers shall be elected to a term of one year starting and ending on the first Wednesday of May. Election of officers shall be held between the third and fourth Wednesday of April or whenever vacancies occur. At least two weeks notice shall be given before the election meeting. Nomination shall be initiated from any active club member and elections done by ballot. The candidate receiving the most votes from the active members shall be elected. Officers may be removed by recall throughout the year by a petition consisting of at least two-thirds of active members in the club.

1. President
 1. The President organizes and runs club meetings.
 2. The President acts as the director for the development teams.
 3. He / she must attend all club meetings except in the case of personal illness, family emergency or any other unavoidable circumstance.
 4. The President is responsible for maintaining any relationships with outside organizations such as professional development teams.
 5. The President is responsible for being the official representative for the purpose of maintaining contact with SGA and UMBC's staff.
2. Vice President
 1. The primary role of the Vice President is to assist the President in his or her job.
 2. He / she must fill in for the president at club meetings if the president is absent.
 3. The Vice President must also help to organize meetings and club events.
 4. The Vice President is considered to be the assistant director.
3. Treasurer
 1. The Treasurer must manage the club's finances and ensure compliance with all financial policies and guidelines.
 2. He / she will be responsible for having a detailed inventory of club funds, income and expenditures.
 3. He / she will be responsible for organizing and running fundraising events.
 4. The Treasurer's management of funds must follow guidelines as outlined above in section II.
4. Secretary
 1. The Secretary must keep meeting minutes and post those minutes on the club's forum.
 2. He / she is responsible for keeping executive board meeting minutes and posting those on the forum.
 3. He / she is responsible for keeping attendance for records.
 4. The Secretary must speak with project leads each week and post updates and status of each project on the forum.

Article V: Amendments

This Constitution may be amended by a two-thirds vote of members present during an organization meeting provided one week's notice is given. All amendments must be approved in accordance with Student Government Association policy before becoming legally binding.

By-Laws

1. Financial Concerns
 - Spending – Any spending must be done in one of the following categories.
 - Development equipment or software.
 - Club events related to game development.
 - Travel related to game development.

- Other spending approved by a majority vote at a meeting given at least one weeks notice.
 - Income
 - Any income will, in its entirety, be added to the clubs treasury. - No funds will ever be given to individuals for personal use.
2. Duties of Staff
- Webmaster
 - The Webmaster must maintain the club's web site.
 - He / she is responsible for updating the web site so it remains current.
 - He / she is responsible for managing the forums.
 - The Webmaster must work with the historian to maintain club records online.
 - Pastmaster
 - The Pastmaster must record club events through pictures, video, etc.
 - He / she must work with the Webmaster to post records.
 - He / she is responsible for maintaining a hard drive with club projects and club contributions for record and future use.
 - He / she is responsible for keeping event statistics for records.
 - The Pastmaster must maintain records for future club members and is responsible for delivering all records to their successor.
 - Admaster
 - The Admaster is responsible for advertising the existence of the club.
 - The Admaster is responsible for advertising the club's events.

3. Project Selection

At the second meeting of the fall semester, potential projects to be completed over the academic year will be proposed. That following weekend, a forty-eight hour game jam, or rapid prototyping marathon, will be held, where club members will work to create prototypes, which are rough demonstrations of the core game mechanics, out of as many of the proposed ideas as possible. Before the third meeting, the executive board will determine by simple majority vote how many projects the club will take on for development that year. This number should be based on an estimation of the clubs current manpower and resources, and shall be no less than two and no more than four, and should contain at least one 2D and one 3D project.

4. Team Leadership

At the third meeting agreed upon number of projects will be chosen. Each project will be led by a lead designer, lead programmer, and lead artist, who will also be elected at the third meeting. These team leaders are in place to serve as organizers for the project and teachers for less experienced members. All team leaders are responsible for reporting back to the secretary the project's status.

- Lead Designer
 - The primary role of the lead designer is to manage the design team.
 - The member with a winning proposal is automatically designated lead designer if they so choose, otherwise the lead designer will be elected. The executive board and staff have the right to call for a mentor if the lead designer is a newer member. The lead designer will be selected by a majority vote once a year during the third meeting of the fall semester.
 - The lead designer can also be lead artist or lead programmer if they so choose and are proficient in either art or programming.
 - Although the lead designer has the final word in the design decisions he / she may be overruled by a majority vote from project members, executive board members and staff present at a meeting. There must be one week's notice before the vote.
 - The lead designer may be recalled by a petition including 2/3 of active members of the club.
- Lead Programmer
 - The primary role of the lead programmer is to manage the programming team.
 - The lead programmer will be selected by a majority vote once a year during the third meeting of the fall semester.
 - The lead programmer is responsible for the overlying structure of the code and assigning programming projects to individuals on the programming team.
 - The lead programmer may be recalled by a petition including 2/3 of active members of the programming team.
- Lead Artist
 - The primary role of the lead artist is to manage the art team.
 - The lead artist will be selected by a majority vote once a year during the third meeting of the fall semester.
 - The lead artist is responsible for the overlying artistic style for the project and assigning art tasks to individuals on the art team.
 - The lead artist may be recalled by a petition including 2/3 of active members of the art and animation team.

5. Meeting Structure

- Part I: Introduction
 - For the first part of the meeting the president will review where the team is in development and what needs to be accomplished in the meeting.
 - The president will also mention any special events coming up.
- Part II: Project Reports

- Each project reports their status briefly, given an allotted 5 minutes to do so.
- Part II: Groups
 - The project teams will all meet separately.
 - The teams will discuss accomplishments and upcoming goals for the project.

6. Amendments

- Proposing of amendments
 - An amendment may be proposed by three or more group members.
 - A proposed amendment must be given to the president who is required to send out an announcement to all club members about the proposed amendment.
- Passing of Amendments
 - A proposed amendment must be voted on after one week since it was announced.
 - This vote will happen during the general assembly.
 - A 2/3 majority vote is required for the amendment to pass.

7. Game Proposals

- Possible 2D and 3D games will be voted on the beginning of each school year by a 2/3 majority vote of present members.
- When proposing a project the person who proposed the project has to give the following information:
 - Name
 - Description
 - Proposed Game Engine
 - Open or Closed Source
 - 2D or 3D

8. Open or Closed Source

- Open Source - Refers to any program whose source code is made available for use or modification as users or other developers see fit.
- Closed Source: - A program without accessible source code.