

Vista Golf Remake - Technical Design Document

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Release link

//RELEASE LINK HERE

Section 1 - Introduction

This is the Technical Design Document for the project of a remake of the mobile golfing game named "Vista Golf". Inside this document you can find the features, the diagrams and the logic of this game.

Section 2 - Features

- Player
 - Movement
 - Interactions
- Interaction System
 - Interact with obstacles

- Interaction with the hole
- Play audio related to the event

Section 3 - Choice of Game Engine

The game engine that has been chosen is Unity.

This engine possesses different interesting features like:

- A useful system for terrain
- An intuitive editor
- Data Management
- interesting plug-in's

The reason is to improve the team's skills in this specific engine but also due to a lack of additional skills. We had chosen the 2022.3.10f version because this is the standard version adopted by the company.

Section 4 - Input

- Movement
 - [Finger Drag] in the InputZone → Increment or decrement the velocity of the rigidbody on the xz axis depending on how much is the drag of the finger outside the deadzone
- Camera
 - [Finger Drag] out of the InputZone → rotates the camera around the ball depending on how much the finger moves on the x axis of the screen
 - [Double Finger Drag] out of the InputZone → zoom in or out the camera depending on how much the fingers get near or on how much they pull away
- Menu
 - [Touch] on the pause button → Show the pause menu
 - [Touch] on the restart button → Restarts the level
 - [Touch] on the undo button →undo the last swing

Section 5 - Diagrams

5.1

Section 6 - Game Logic

6.1 Player System

- Input System: Manage the inputs and the states of the ball and the camera
- Movement Controller: Manage the movement of the ball on the golf course depending on the input system
- Camera Controller: Manage the rotation, the tracking and the zoom of the camera depending on the input system

6.2 Interaction System

- Playing Audio: When you interact with a button or when the ball is being swung or bounce on an object, is triggered an event that start an audio clip contained in the AudioManager

Section 8 - Art Tools

8.1 2D Art

8.1.1 Photoshop

- Versions: CC 2023
- Field of using:
 - Texture
 - Walls
 - Interface
- About: Graphics Editing Program
- Reason of using:
 - Standard in the industry because its versatility in using by other tools
 - Supporting by the producter
 - Interesting plug-in's

8.1.2 Procreate

- Versions: 5.3.3
- Field of using:
 - Texturing
 - Coloring
- About: Graphics Editing Program
- Reason of using:
 - Always at hand
 - Easy to use