**Single Player Mode Technical Design Document**

# Introduction:

This is a design document for the Single Player Mode of the fireball game project. This document contains the high-level technical design and the low-level technical design for implementing the user story of Single Player Mode.

# Objective:

The objective of this feature is to implement the fireball game for a single person play.

# Technical Design Diagram:

## High Level Design:

![Diagram

Description automatically generated]()

## Low Level Design:

A picture containing text, athletic game

Description automatically generated

# Technical Specifications:

1. Requires Object detection AR Foundation framework for detecting the face.
2. A Unity game where the single player mode can be played manually.
3. The face detection object mounts in place of the unity game object.