Tongji - Development

**Technical Design Document**

(Version 2)

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# Overview

This system is a game based on the Unity3d engine. The game’s concept is according to Bomberman and we’re trying to make it more interesting and funnier. Our goals are to finish the whole game including 3 levels which should be harder by each level. The purpose of this game is of course to make people love playing it and to finish our course project.

# Requirements

## Brief

* The game is based on Bomberman but we will recreate the background and make the game in 3D
* The game will be developed using Unity3D

## Reference

* We want to recreate the playing method to make the game played not in an original way
* As we are not good in constructing 3D models, we are planning to search for some free 3d models on the Internet and use them

# Dependencies

* As our group don’t have much developing experence in 3D game area, we will try to find some examples or instructions to help us learn better and faster about the whole process
* One of our group members has been learning about Unity3D but we are all beginning learners. We are trying to find a faster way to write the codes correctly, such as some open-sourced codes on which we can just modify.
* We’re not sure whether 3D models are hard to find. We can build the gaming scenes and bombs by ourselves

# Existing Technology

## Features

qqtang

Gaming basics

* Our game style will be generated based on the game mode of qqtang and added with some of our original ideas to make it different.

Characters&Bomb appearences

* There are lots of characters and different bomb appearences in qqtang, we’ll consider to make several models so that players can choose.

Counter Strike

First-person

* It is fun to think if we play bomberman in first-person sight. So we are thinking how to roll the camera.

## Reference

* Some tutorial materials about Maya, Unity3D on the Internet
* Open-sourced game projects built basing on Unity3D

# Implementation details

<Feature>

<This is the meat of the TDD. It includes whatever you need to describe this feature. It can be as long as it needs to be. Feel free to include, suda-code, real code, UML, whatever you need along with paragraphs of text describing how the feature will be implemented. Obviously on smaller features and in smaller TDDs this section might be really small as well.>

**Memory Implications:**

<How will this effect Memory, it may not>

**Performance Implications:**

<How will this effect Performance, it may not>

**Networking Implications:**

<How will this effect Networking, it may not>

|  |
| --- |
| **Hint –** <These things may be needed to think. >  Thread usage (single/multi-threaded)  Supported platforms (PC, 360, PS3, PSP, WII…) |

# Proof

* <Prove the system is working correctly. You can design test case, unit test here. You can also prove it by description, values, or other ways.>

<Example1 – math optimization>

< Unit Test – write unit test for sqrt function… >

<Example2 – Shadows>

< Test Case - We can see smooth shadow on ground that casted by cars and dynamic objects... >

<Example3 – Bullet optimization>

< Verify - After bullet optimized, the function World::stepSimulation() calling time will be in 14ms. >

# Issues

* <Bullet points on any issues for this task.>

# Risks

* <Bullet points on risk, mitigations and contingency plans> <Chance of Risk> <General Time Estimate if risk happens>

# Estimates

|  |  |
| --- | --- |
| **Tasks** | **Estimate in days/person** |
| Scheming and background design | **3 days/Lucien Huang** |
| Searching for materials | **5 days/Baron Chan** |
| 3D modelling | **10 days/Lucien Huang & Baron Chan** |
| Coding and developing | **30 days/Forever Hu** |
| **Total** | **48 days** |

|  |
| --- |
| **Note – Try to make document simple, clean and focus on important parts.** |