Institiúid Teicneolaíochta Cheatharlach

INSTITUTE of
TECHNOLOGY
CARLOW

At the Heart of South Leinster

Computer Games Development CW208
Technical Design Document
Year IV

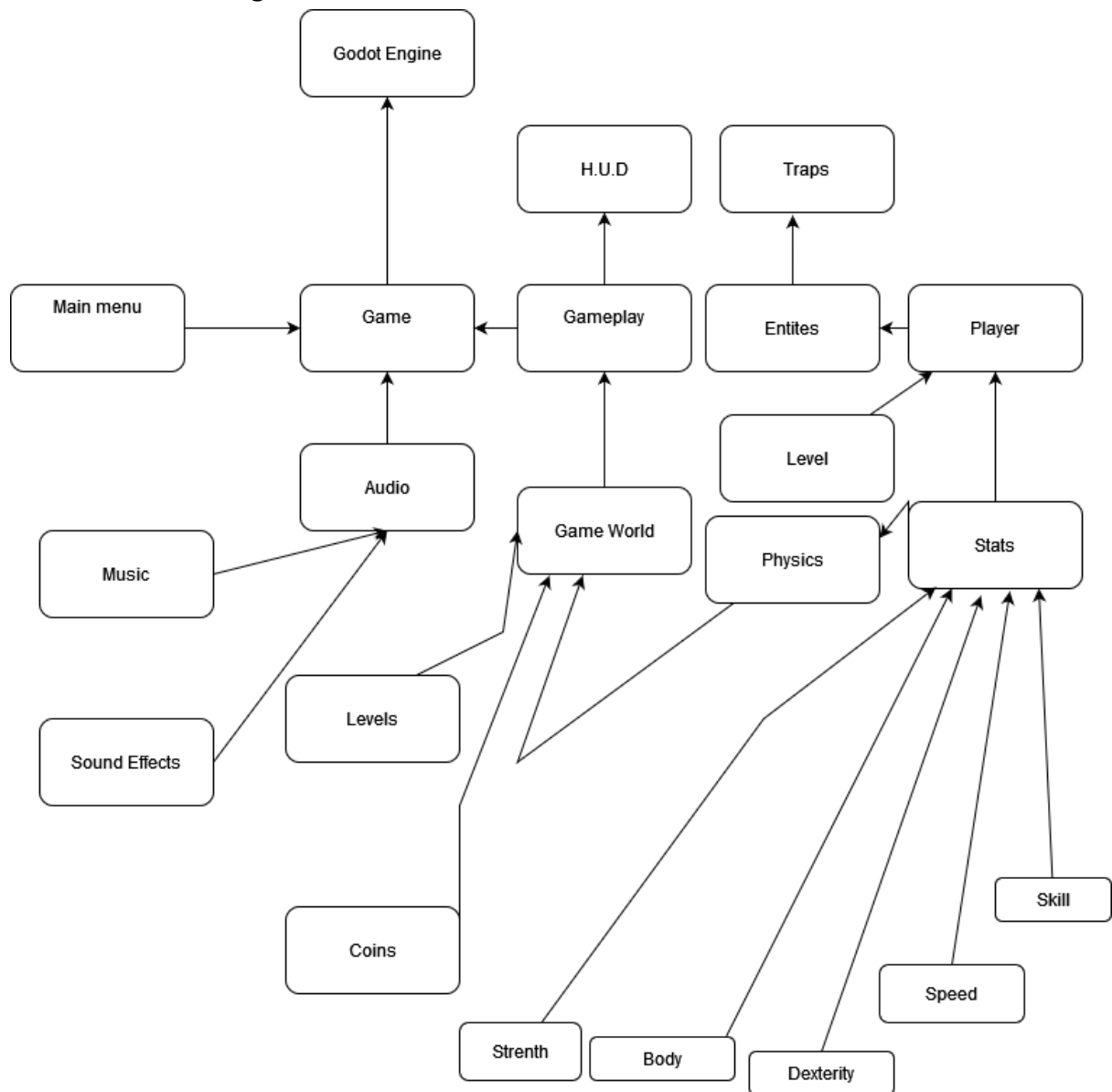## [Ben Stynes]
[C00239718]
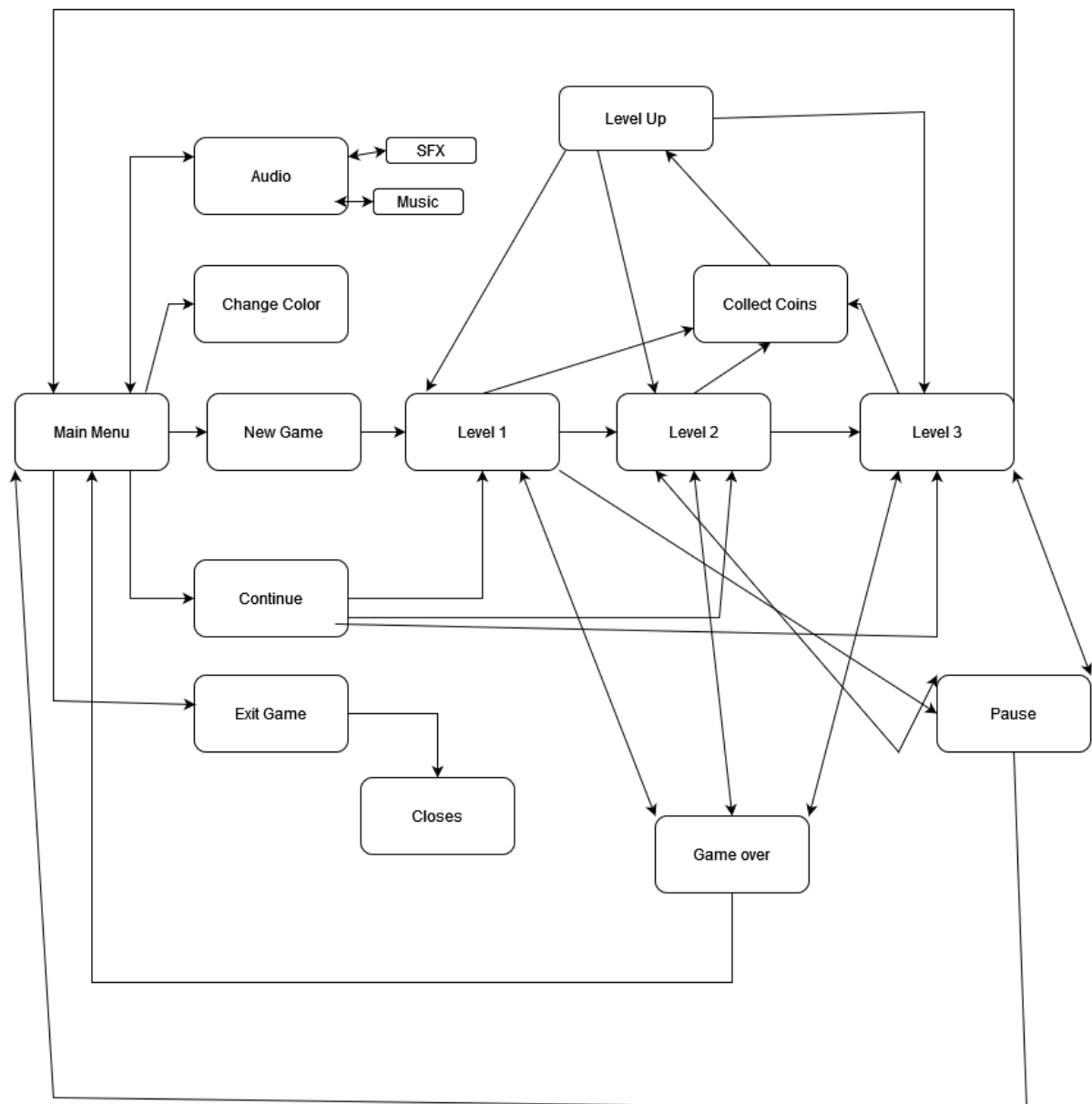## [30/08/22]

Contents

Technical Design

UML Diagrams

Basic Overview Diagram

Basic GameLoop Diagram

Godot

For the Making of this game I used Godot. Is an open source game engine that uses its own script based system that is loosely based off python, it is called GD script , Godot uses scenes and nodes in its editor. I created multiple scripts and scenes in godot every object in the game had its own scene, each object was made up of components that were being used in both the editor and the script.

References

[1]Godot Docs