<https://computergamesmmu.files.wordpress.com/2012/10/technical-design-document-final.pdf>

TDD.

1. Choice of Game engine
2. High level diagrams
3. Details about the 3D objects, terrain, scenes.
4. Use of Physics Engine
5. Game logic and artificial intelligence
6. Audio and Visual details and specifications
7. Delivery platform & hardware/software requirements for running the game on a system.

1.- List of all features