[List the Team Name and Members here]
Credits : Joshua Gibbs and Calvin Norton

Technical Design Document

Game Name

Game picture here

Copyright notice / author information

Version:

Date Created:

Date Last Updated:

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TECHNICAL DESIGN DOCUMENT 1

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Revision Log

A Table containing the Revision Number, Date of Change and the Change Description.

Executive Summary

A brief description of what this document is about.

Project Summary

List the major platform requirements of the game as well as the key technical challenges that the team foresees.

Architecture

Start with an architectural overview of the different components of the game. In a separate sub-section detail all the key logic and algorithms that will be used in the main components of the game. Use pseudo-codes and flowcharts liberally to illustrate your algorithms.

UML Class Diagrams

Coding Standard

State the coding standard that will be used.

Game Scenes

Detail the various scenes that will be implemented in the game in separate sections. Some examples of game scenes can be a "Title Screen", "Staging Area", "Gameplay Screen", "End of Game Screen", "Credits Screen" etc.

Systems to be implemented

Outline in separate subsections the different systems that will be implemented in the game. Some potential subsystems could be "Input System", "Game Modes", "Scoring System", "Networking System", "Audio System" etc.

Acceptance Test Plan

A list of questions that detail the acceptance criteria for different aspects of the game.

Appendix

An optional appendix that can contain for example a Glossary (if needed). Or, any other detail that the developers should need to know but is not covered in the above listed sections.