

Monster Capture

XX.XX.20XX

**─**

Your Name

# Oscar Dryden

# Changelog

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| --- | --- | --- |
| **Version** | **Date** | **Changes** |
| 1.0.0 | XX/XX/20XX | Initial Setup |
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# 

# Introduction

In the TDD. Which namespaces (Includes) did you include in your project, What functionality did each namespace provide to your code.

## Rationale

/ What are you trying to accomplish? /

I’m trying to make a high score game that uses interactive ai. The player

## Background

/ Describe any context that would be needed to understand this document, including any considerations. For example, what is expected? What is the purpose of what your making? /

This document contains information relating to a game project that focuses on being an engaging and interactive high score game. This document focuses on detailing the specifics of the project, such as the system used from the game engine, unity, the project was developed on, and the overall design goals of the game.

## Terminology

/ If the document uses any special words or terms, list them here. For example, what does Agent mean? What does Area Modifier mean? This section is for terms you will use fill this in after you make your document. /

NavMeshAgent: An agent that uses the unity AI system to navigate through obstacles dynamically.

NavMesh: A type of mesh that contains information on which parts of the terrain are and aren’t navigable.

States: The state on which the ai is in. This can change overtime and allow to have different sets of behavior.

## Proposed Design

/ Start with a brief, high-level description of the project. The following sections will go into more detail. For example, summarize what it is you are needing to make. /

My proposed deign is a game where you run around an open field trying to catch as many monsters as possible. Contact with these monsters will cause you lose time, but by throwing out traps, the player can catch the monsters.

## Non-Goals

/ non-goals are stretch goals you personally have for the project; this includes anything that isn’t in the brief that you think you need to cover. /

A non goal of this project is to both create a polished game and a interactive ai system.

## Software and Hardware Requirements

/ A list of all software being used, their versions and costs, as well as the targeted hardware constraints. Considerations should include what platform are you releasing to? /

Unity

Computer

Keyboard

Mouse.

# System Architecture

## Data types

Bool: A single byte data types that represents a statement that is either true of false.

Enum: A very unique data type that uses a list of strings to represent different states.

Enumerator: a type of function that goes continuously until returning. Can temporarily return null to not be as distracting.

## Interface/API/Namespaces Definitions

/ Describe the various components and libraries you will be using that are inbuilt into unity. For example, GameObject, Image, SceneManagement, UnityEngine…etc. Link the Unity API Manual to show where to find information on those elements. /

UnityEngine.AI (for navmesh and navagent related stuff for the ai navigation)

<https://docs.unity3d.com/6000.1/Documentation/Manual/com.unity.modules.ai.html>

SceneManagment (for loading between the title and gameplay scene)

<https://docs.unity3d.com/ScriptReference/SceneManagement.SceneManager.html>

## Alternatives

I considered using my own movement ai, but I scraped it so that I could instead use unity inbuilt system, as it could account for slopes and prevented the ai from walking off edges.

# Evaluation

## Reflection

*I feel as if I did a good job not only delivering on the goals on the high score game, but also in making the game polished and allowing my AI feel intelligent. Overall, the project itself is one of my proudest accomplishments thus far coding and game design.*