

Monster Capture

XX.XX.20XX

**─**

Your Name

# Oscar Dryden

# Changelog

|  |  |  |
| --- | --- | --- |
| **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? /

Im trying to make a highscore 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? /

## 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. /

## 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. /

## 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. /

## 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? /

# 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.

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

## Alternatives

/ If there are other potential solutions which were considered and rejected, list them here, as well as the reason why they were not chosen. /

# 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.*