

Documentation Guide

Assignment 4 – Final Project Documentation

INFT575 Preparation of Final Business Case

Chris Murphy (CIT182880)

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Table of Contents

Glossary.....3

Contents & Recommended Reading Order.....4

Glossary

- **GitHub** – a source-control platform which allows users to freely store and share software.
- **Indie** – short for 'independent', this term was initially used to describe solo game developers or small teams which would release their game without the backing of a publisher. Nowadays, the term usually just refers to smaller teams in general.
- **Posterization** – a visual effect that occurs when the available colour palette is limited – often results in noticeable 'colour bands'.
- **Prefab** – in the Unity engine, a 'prefab' is a saved collection of component parts which allows these collections to be easily reused.
- **Shader** – a low-level program designed to run on a Graphics Processing Unit which is built for rendering visual data onto a screen.
 - Post-processing/screen shader – a type of shader which applies post-processing effects to the entire screen image once it has been rendered.
- **Texture mapping** – the process of applying a texture to the polygons of a mesh.
- **Unity** – a popular game engine and development tool.
- **Vertex** – one of the components which makes up a mesh or model. Represents a 'position' in mesh or local space, usually with additional data included such as texture coordinates or colour.
- **VFX** – an abbreviation of 'visual effects'.
- **Visual Studio** – a popular programming IDE developed by Microsoft.

Contents & Recommended Reading Order

1. Vision & Scope Document
2. Learning Plans & Research Journal
3. Design Document
4. Work Breakdown Structure
5. Project Timeline
6. Technical Design Document
7. Financial Outline
8. Risk Management Plan
9. Peer Reviews Document