Technical Design Document

# Introduction

This document will detail the class diagrams for each of the iterations of the project, showing how the various classes relationship grew and were refined over the course of the project.

A screenshot of a computer screen

Description automatically generated

\*0.3 high level overview

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Computer Games Development (C00260445)

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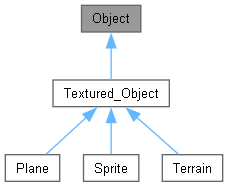
# Legend Terrain 0.1

Each graph will be split into inheritance and collaborative graphs, as long as the class uses inheritance.

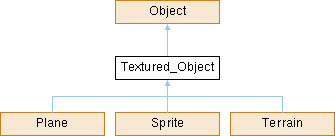
## Object

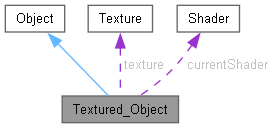
A diagram of objects with text

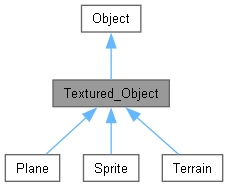
Description automatically generated



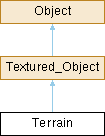
## Textured Object





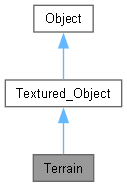


## Terrain

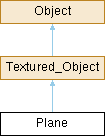


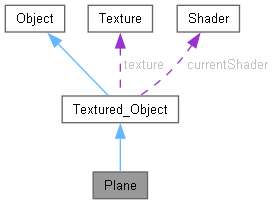
A diagram of text and text

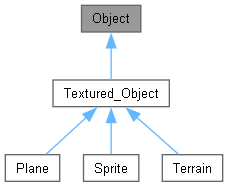
Description automatically generated



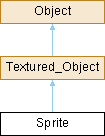
## Plane

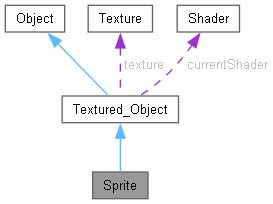


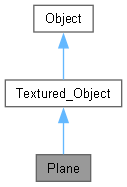




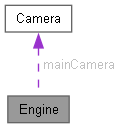
## Sprite



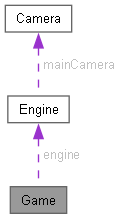




## Engine



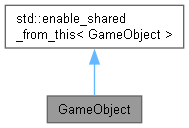
## Game

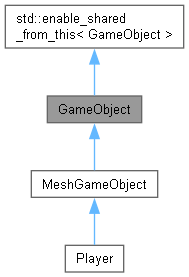


# Legend Terrain 0.2

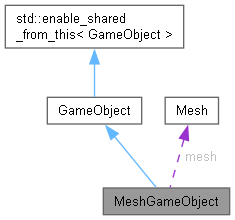
The project expanded a lot in terms of class relationships since 0.1.

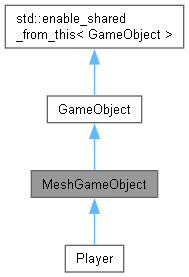
## GameObject



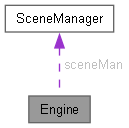


## MeshGameObject

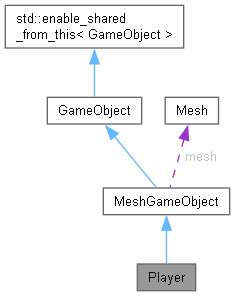


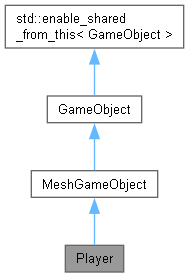


## Engine



## Player

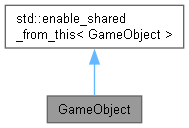


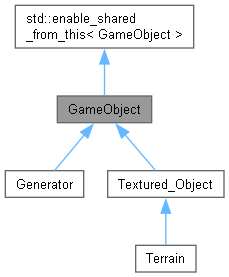


# Legend Terrain 0.3

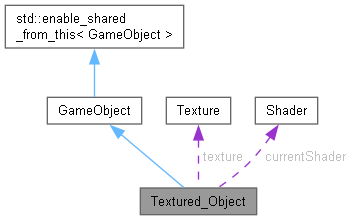
This is the final merge of the 2 previous iterations.

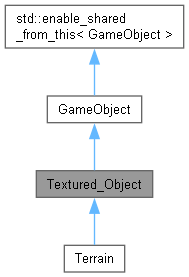
## GameObject



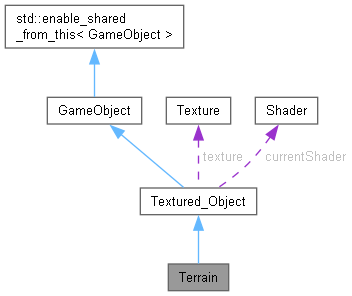


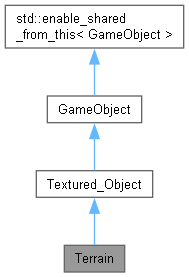
## Textured Object



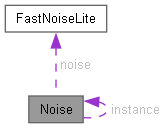


## Terrain

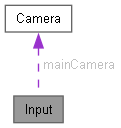




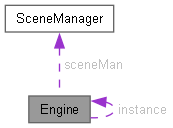
## Noise



## Input



## Engine



## Generator

