**Subjugation   
Technical Design Document**

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**ROUGH INDEX**

**-----Scenes**

Main menu

Lobby

Selection Scene

**-----Singletons**

Managers -> Game, Inputs, Sound, Network, Settings etc

Mirror -> Maybe?? Might be broken apart and split between but a general overview should still be ok

**----Characters**

Character Composition

Weapons and Cameras

Abilities and Passives and lists of all

Minion Composition

**----Map**

Win condition – Currency - Respawns

Buildings

Map generation

Base Minions

Control Points

**-----Sound and Effects**

Sound

Effects

**-----UI and menus**

Hud + tab

Pause menu

Targetable icons and objects

**Introduction**

The purpose of this document is to be a guide to follow when creating all parts of Subjugation, it will contain information on the purpose of scripts and detail what each function and variable will do within them. Also included will be information on the designs of scenes, UI elements, Prefabs and special effects and how the players/minions will interact with them.