

Computer Games Development SE607

Technical Design Document (Draft)

Year IV

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[Date of Submission]

[Declaration form to be attached]

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LabEscape – describe the game

Goal of the game

Enemy

AI

Fuzzy logic

State

Patrol

Retreating

Attack

Adaptive system

Vision Cone

Pathfinding

Randomly generated level

Randomly generated obstacles

Custom weapons

Elements

Accesibility settings

Magnifier

Rebind Controls

Visual cue as alternate to audio