

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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# Technical Design

The purpose of this document is to communicate effectively the technical details and design decisions of the system/algorithm to the readers.

It could include software architecture, algorithm design, class specifications, pseudo code, etc. with tools such as UML, Class Diagram, CRC Cards.

## Programming languages

* C++ / C

## Libraries and API

* **Eye tracker library:** Required to run eye tracker in unity

## Tools

* **Git:** version control system to store code
* **Microsoft Office:** Word to write the different reports supporting this project. PowerPoint as slides presentation support.
* **Unity:** Game engine to develop the game
* **Eye tracker:** Will be used as part of the game as additional controller / alternative to mouse

# References

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