

Computer Games Development

Technical Design Document

Year IV

Dialogue Tale – A Dialogue Editor and Dialogue System for Unity with a VR example

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[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.

# References

**Book**

Author(s) - family name, initials. (Year). *Title of book.* Edition. Place of publication: Publisher.

[1] Gregory, J. (2014). *Game Engine Architecture.* CRC Press.

**Report**

Author(s) - family name, initials. (Year). *Title of report.* Edition. Place of publication: Publisher. (Series and vol./no.).

[2] Burrows, D., *et al.* (2012). *Global Trends: Alternative Worlds.* Washington: National Intelligence. (Office of the Director of National Intelligence).

**Web-site**

Author(s) - family name, initials. (Year, month day). *Title of document.* [Online]. (URL). Place of publication: Publisher. (Date accessed).

[4] de Valk, J. (2014, May 12). AI for Games. [Online]. (URL https://www.somesite.com/articles/1234/). (Accessed 12 February 2014).