Technical Design Document (TDD)

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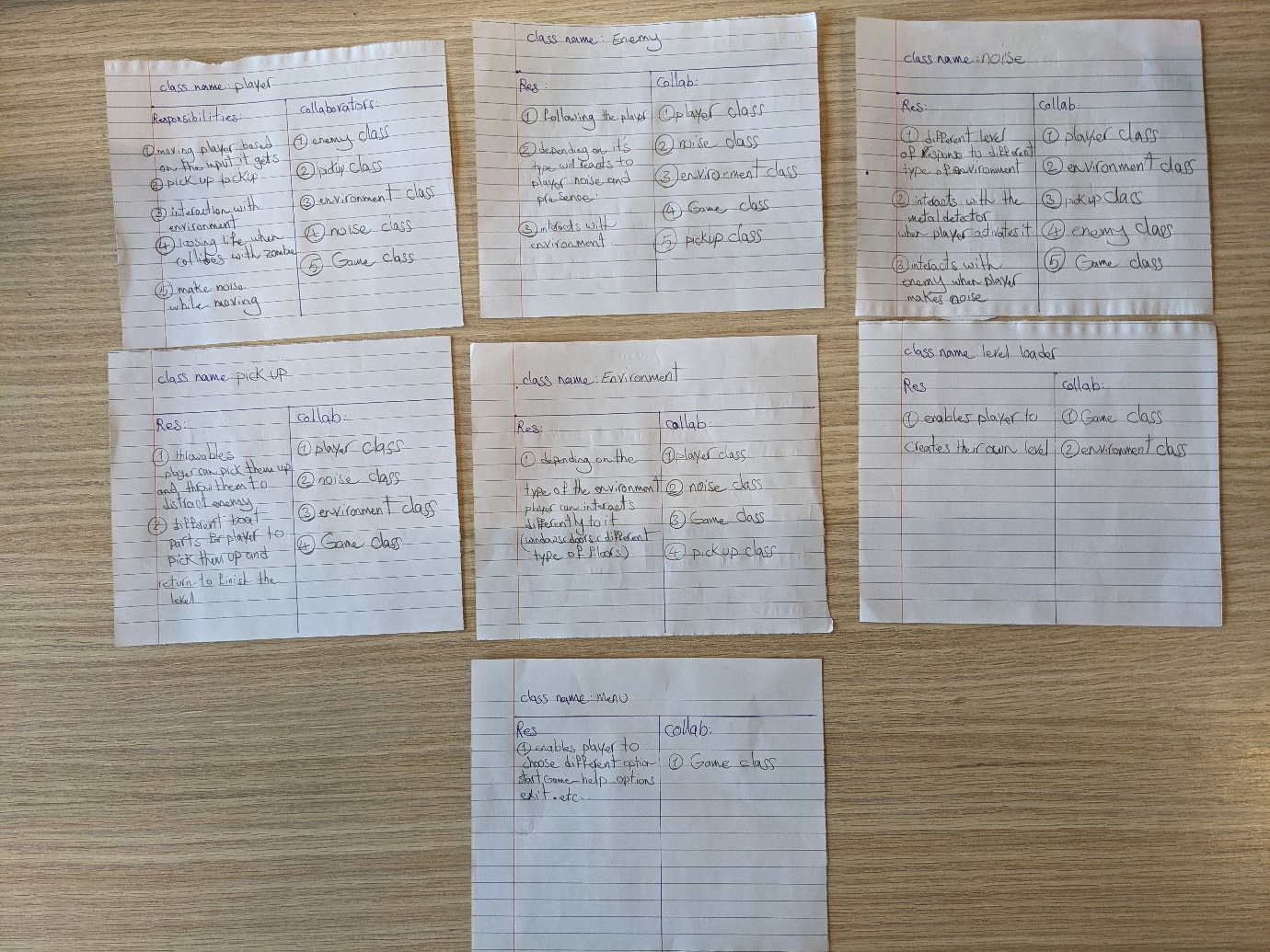
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# CRC cards



# Architecture



# Technology

**Research**

json.hpp:

tinyc2.h:

Utils.h:

ParticleSystem.h:

**Installation**

**Technical achievement**

Adrien:

Eoin:

Masih:

# Sprint 1 Report

**Summary of planned work**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Features and tasks** | **Time  Estimate** | **Time Actual** | **Team Member** | **Complete** |
| **Feature 1: Moving Player** |  |  |  |  |
| Task 1: Render a rectangle | 1 hr | 2hr | Masih | Yes |
| Task 2: Setup input handler | 30 min | 30 min | Masih | Yes |
| Task 3: Player movement | 1hr | 2hr | Adrien | Yes |
| Task 4: Improve movement | 1 hr | 1 hr | Eoin | Yes |
| **Feature 2: Enemy** |  |  |  |  |
| Task 1: Render the Enemy | 1 hr | 1hr | Masih | Yes |
| Task 2: Setup Collision with Player | 1 hr | 1 hr | Eoin | Yes |
| Task 3: creating enemy vision cone | 2 hr | 4hr | Masih | Yes |
| Task 4: detecting collision between player and enemy vision cone | 2 hr | 3hr | Masih | Yes |
| Task 5: Improve Movement | 30 min | 1 hr | Eoin | Yes |
| **Feature 3: Environment** |  |  |  |  |
| Task 1: Render the object | 30 min | 30 min | Eoin | Yes |
| Task 2: Setup Collision with player and enemies | 1 hr | 1 hr | Eoin | Yes |
| Task 3: Setup Constructor to for the level loader | 30 min | 30 min | Eoin | Yes |
| **Feature 4: Noise** |  |  |  |  |
| Task 1: Draw the Noise | 1 hr | 1 hr | Masih | Yes |
| Task 2: Allow Noise to be added | 1 hr | 1 hr | Eoin | Yes |
| Task 3: Make the Noise vary based on noise level | 1 hr | 2 hr | Eoin | Yes |
| Task 4: Setup a radius that detects nearby zombies based on noise level | 1 hr | 2 hr | Eoin | Yes |
| **Feature 5: Pickups** |  |  |  |  |
| Task 1: Draw Pickups on the screen | 30 min | 30 min | Eoin | Yes |
| Task 2: Setup Collision with Player | 1 hr | 1 hr | Eoin | Yes |
| Task 3: adding the sprite of pickups | 30 min | 1hr | Masih | Yes |
| Task 4: adding the key input for throwing the pickups | 30 min | 1hr | Masih | Yes |
| Task 5: adding the power bar | 30 min | 30 min | Masih | Yes |
| **Feature 6: Menu** |  |  |  |  |
| Task 1: setting up the menu buttons | 20 min | 20 min | Masih | Yes |
| Task 2: creating and setting up the menu | 1 hr | 1hr | Masih | Yes |
| Task 3: adding visual improvements | 30 min | 30 min | Masih | Yes |
|  |  |  |  |  |
| **Feature 7: Enemy Vision Cone** |  |  |  |  |
| Task 1: setting up the cone | 1 hr | 2 hr | Masih | Yes |
| Task 2: cone state changing | 30 min | 1 hr | Masih | Yes |
| Task 3: cone and player collision | 1 hr | 3 hr | Masih | Yes |
| **Feature 8: View/Camera** |  |  |  |  |
| Task 1: setting up the view | 2hr | 3hr | Adrien | Yes |
| Task 2: render element to the view | 30min | 1hr | Adrien | Yes |
| Task 3: implement sf::Drawable to all the game objects | 30 min | 30 min | Adrien | Yes |
| **Feature 9: Animation** |  |  |  |  |
| Task 1: create the Animation class | 1hr | 3hr | Adrien | Yes |
| Task 2: scale all the sprites | 3h | 3hr | Adrien | Yes |
| Task 3: create sprite sheets | 30min | 1hr | Adrien | Yes |
| Task 4: create the animations | 1hr | 1hr | Adrien | Yes |

# Sprint 2 Report

**Summary of planned work**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Features and tasks** | | **Time  Estimate** | | **Time Actual** | **Team Member** | | **Complete** |
| **Feature 1: Moving Player** | | | | | | | |
| Task 1: fix player state | | 30min | | 2hr | Adrien | | Yes |
| **Feature 9: Animation** | | | | | | | |
| Task 1: split the throwing animation in two | | 1hr | | 1hr | Adrien | | Yes |
| **Feature 10: Sound** | | | | | | | |
| Task 1: Setup SoundHolder | | 2 hr | | 3hr | Adrien | | Yes |
| Task 2: Find sounds | | 4hr | | 4hr | Adrien | | Yes |
| Task 3: Edit sounds | | 1hr | | 2hr | Adrien | | Yes |
| Task 4: Add and sync footsteps sounds with animation | | 1hr | | 1hr | Adrien | | Yes |
| Task 5: update footstep sounds volume depending of distance to player | | 1hr | | 2hr | Adrien | |  |
| Add ambient sounds/music | | 3hr | | 1hr | Adrien/Masih | | No |
| **Feature 11: Level Builder** | | | | | | | |
| Task 1: basic script to generate the environment | | 1hr | | 2hr | Adrien | | Yes |
| Task 2: Draw Layout | | 1 hr | | 1 hr | Eoin | | Yes |
| Task 3: Make Button Object | | 30 mins | | 30 mins | Eoin | | Yes |
| Task 4: Generate and Draw Buttons | | 30 mins | | 30 mins | Eoin | | Yes |
| Task 5: Setup Menu Interaction | | 30 mins | | 30 mins | Eoin | | Yes |
| Task 6: Setup Scrolling on menu | | 1 hr | | 3 hrs | Eoin | | Yes |
| Task 7: setup interaction with map | | 1 hr | | 2 hrs | Eoin | | Yes |
| **Feature 12 HUD** | | | | | | | |
| Task1: Setting up the HUD | **1** hr | | 1hr | | | Masih | Yes |
|  |  | |  | | |  |  |
| Task2: Finding and Setting Sprites | 2hr | | 2hr | | | Masih | Yes |
| Task3: interaction with pickups | 1hr | | 1hr | | | Masih | Yes |

# Sprint 3 Report

**Summary of planned work**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Features and tasks** | **Time  Estimate** | **Time Actual** | **Team Member** | **Complete** |
| **Feature X:** | | | | |
|  |  |  |  |  |
| **Feature X:** | | | | |
|  |  |  |  |  |