ALPHA\_RCRacing / MODULE\_NAME

Architecture/Design Document

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Change History

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**Modifier:** Antoine Plouffe

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**Version:** 0.2

**Modifier:**

**Date:**

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1. **Introduction**

This document describes the architecture and design for ALPHA\_RCRacing, a game being developed by Inertial Sketch. ALPHA\_RCRacing is a Multiplayer RC Car Game where player compete against each other in a competitive racing track filled with jumps, turns and Power Ups.

The purpose of this document is to describe the architecture and design of the MODULE\_NAME Module application in a way that addresses the interests and concerns of all major stakeholders. For this application the major stakeholders are:

* Developers;
* Project Manager.

1. **Design Goals**

The design priorities for the MODULE\_NAME system are:

* PRIORITY\_1
* PRIORITY\_2
* …

1. **System Behavior**

The MODULE\_NAME module is…

1. **Logical View**

The logical view describes the main shared components, attributes and switches of the system. This includes modules, the static relationships between modules, and their dynamic patterns of interaction.

In this section the modules of the system are first expressed from a macro perspective and progressively goes to a micro perspective to view the detailed sequences and components.

* 1. **High-Level Design (Architecture of the Entire system)**
* RacingPawn System is the main system and handles the car movements, current power up and various effects.
* PowerUp System knows its mesh and collision sphere as well as its cooldown and despawn timer. Its children have unique effects.
* UI System is used to indicate crucial information like the player’s current power up.
* Menu System handles the selection of car, map and handles the race creation.
* InputComponents system handles the controls for PC, Console and VR.