# Technical Design Document (TDD)

## 

## **Taff-Legend**

Document version 1.0

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14/12/2023

Version 1.0

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**Development Requirements**

* **Development : Visual Studio Code & Visual Studio 2022.**
* **Game Engine : Unity Game Engine ver. 2022.3.9f1.**
* **2D/3D Software : Krita.**
* **Project Management : Obsidian & Github Desktop.**
* **Source Control** : N/a.
* **Sound Software** : N/a .

**Asset Specifications**

No restrictions regarding assets. All files used for sprites and images in the game are in PNG format.

**Project Structure**

The 'Assets' folder contains all the elements relating to the functioning of the game:

- The 'Scenes' folder contains the different scenes that make up the demo.

- The 'ScriptableObjects' folder contains all the elements allowing the operation of the game's buttons.

- The 'Script' folder contains all C# script code.

- The 'TextMesh Pro' folder contains the TestMesh Pro add-on allowing the rendering of text from the demo.

- The 'UI Assets' folder contains all the graphic elements of the game's user interface..

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**File Naming Convention**

The game files are named so that it is clear how they work:

- UI Assets are named by what they represent.

- Script files are named by what they manage and their usefulness within the code.

**Level / World Details**

### UI 2D Art

backround.png Made by Elgushi Ademola

bait.png Made by Elgushi Ademola

Cloud.png Made by Elgushi Ademola

fish.png Made by Elgushi Ademola

FishingRod.png From Minecraft Assets Wiki

Moon.png Made by Elgushi Ademola

Rainy.png Made by Elgushi Ademola

River taff.png From Google Image

Stormy.png Made by Elgushi Ademola

Sun.png Made by Elgushi Ademola

Water.png Made by Elgushi Ademola

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**Development Plan**

|  |  |  |  |
| --- | --- | --- | --- |
| Milestones | Date | Deliverable | Approval |
| Pre-Production End | 24/11/2023 | GDD  TDD  Production Plan | Buisson Félix, Elgushi Ademola & Kukielka Leo |
| Milestone 1 | 27/11/2023 | Prototypes v.0.1 | Buisson Félix, Elgushi Ademola & Kukielka Leo |
| Milestone n | 01/12/2023 | Prototypes v.0.2 | Buisson Félix, Elgushi Ademola & Kukielka Leo |
| Alpha | 04/12/2023 | Prototypes v.0.3 | Buisson Félix, Elgushi Ademola & Kukielka Leo |
| Beta | 08/12/2023 | Prototypes v.0.4 | Buisson Félix, Elgushi Ademola & Kukielka Leo |
| Final | 13/12/2023 | Prototypes v.1.0 | Buisson Félix, Elgushi Ademola & Kukielka Leo |
| Pitch and Play | 14/12/2023 | Prototypes v.1.0 | Buisson Félix, Elgushi Ademola & Kukielka Leo |

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**Terminology:**

* **Playtesting**

UI interaction Manually every two days.

Fishing mechanic Manually every day.

Calculation and balancing of statistics Manually every three days.

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