

Computer Games Development SE607

Technical Design Document

Year IV

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[C00250721]

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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

* Unity XR Input, Unity Technologies (2023) [Online] Available at: <https://docs.unity3d.com/Manual/xr_input.html> (Accessed:24-04-2023)
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* William, How to Perform VR Interaction With Objects [Unity Tutorial] (2023) [Online]Available at: <https://arvrtips.com/vr-interaction-with-objects/> (Accessed:24-04-2023)
* Green Hell VR on Steam (2023) [Online] Available at: <https://store.steampowered.com/app/1782330/Green_Hell_VR/> (Accessed:24-04-2023)
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* Verior Pies, ParrelSync: (Unity3D) Test multiplayer without building (2023) [Online] Available at: <https://github.com/VeriorPies/ParrelSync> (Accessed:24-04-2023)