Tongji - Development

**Technical Design Document**

(Version 2)

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# Overview

<Overview of the system, what it is and will **be used for** and **why**. This can have sections of the GDD in it since that usually contains a good description of the system in high level terms. In other word, you will introduce the **goals** and **purposes** of this system/modification.>

# Requirements

## Brief

* <Bullet points of features of the system (convert game design description to programming functionality description)>

## Reference

* <Bullet points of design documentations or other requirement documentations>

# Dependencies

* <Bullet points of task dependencies, like the support you need to get help from other person or the needed resource. Then when we planning, we can ask related person to plan it.>

<Example>

* <Design document>
* <Package get from client>
* <Artist data>
* <…>

# Existing Technology

## Features

<Project we’re using features from>

<Feature>

* <Feature bullet points, what it is in this feature we’ll be using>

<Feature 2>

* <Feature bullet points, what it is in this feature we’ll be using>

<Project we’re using features from 2>

<Feature>

* <Feature bullet points, what it is in this feature we’ll be using>

<Feature 2>

* <Feature bullet points, what it is in this feature we’ll be using>

## Reference

* <bullet points of technique references, for example related technique document>

# Implementation details

<Feature>

<This is the meat of the TDD. It includes whatever you need to describe this feature. It can be as long as it needs to be. Feel free to include, suda-code, real code, UML, whatever you need along with paragraphs of text describing how the feature will be implemented. Obviously on smaller features and in smaller TDDs this section might be really small as well.>

**Memory Implications:**

<How will this effect Memory, it may not>

**Performance Implications:**

<How will this effect Performance, it may not>

**Networking Implications:**

<How will this effect Networking, it may not>

|  |
| --- |
| **Hint –** <These things may be needed to think. >  Thread usage (single/multi-threaded)  Supported platforms (PC, 360, PS3, PSP, WII…) |

# Proof

* <Prove the system is working correctly. You can design test case, unit test here. You can also prove it by description, values, or other ways.>

<Example1 – math optimization>

< Unit Test – write unit test for sqrt function… >

<Example2 – Shadows>

< Test Case - We can see smooth shadow on ground that casted by cars and dynamic objects... >

<Example3 – Bullet optimization>

< Verify - After bullet optimized, the function World::stepSimulation() calling time will be in 14ms. >

# Issues

* <Bullet points on any issues for this task.>

# Risks

* <Bullet points on risk, mitigations and contingency plans> <Chance of Risk> <General Time Estimate if risk happens>

# Estimates

<Tasks should be broken into as small pieces as makes sense. Normally no task can be completed in under half a day (considering check in times and building/syncing ect). If a task is more than a day though we should try to break it down into what will be tackled on day vs the next. This being said sometimes a task is 3 days long with no way to break it down more than that. Although this shouldn’t be the norm it does happen and is acceptable. If something is 5 days long make sure that more research isn’t necessary to break it down further. Its often a sign that not enough research has gone into a task if it can’t be broken into smaller pieces than a week, though it can happen.>

|  |  |
| --- | --- |
| Tasks | Estimate in days/person |
|  |  |
|  |  |
|  |  |
| Total |  |

|  |
| --- |
| Note – Try to make document simple, clean and focus on important parts. |