**Team Not Fast, Just Furious**

Documentation

**Agreement**

Coding Styles -

Methods: public MethodName()

{

//Code here

}

Variables:

Local int numCount;

Global int g\_numCount;

Inherited int m\_numCount;

Constants: int NUMCOUNT

Pointers:

Local numCount

Inherited p\_numCount

Arrays:

int[] numCount;

Minimum Requirements (to run the game):

DirectX: Version 12

OS: Windows 10

Memory: 2 GB RAM

Graphics: Intel 4400, GeForce GTX 280, AMD Radeon HD 7750

Storage: 200 MB available space

**Main Loop**

* Check player input

- Update any player inputs since last update (move, shoot, pause)

* Update game

- Update physics, actor positions, game state

* Render

- Draw updated actors/level to the screen

**Components**

Pickup Component - Interface class to create power ups and make them implement the same methods.

Transform Component - Interface class to track and store actor position.

Render Component - Interface class to draw the actor to the screen.

Physics Component - Interface class to implement physics effects on an actor.

Movement Component - Interface class to move the actor in the world.

Audio Component - Interface to implement audio that player, enemy and pickups can use.

Collider Component - Interface class used to detect collision between actors.

AI Component - Interface class used to control AI behaviour on enemies.