# First Person Shooter TDD

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# Introduction

## Rationale

We are trying to create a first-person shooter in the unity engine

## Background

The unity engine uses C# as the programing language

## Proposed Design

A simplistic shooter as to not use too many resources from the computer.

# System Architecture

## Data types

Float – To store number with a decimal like speed and jump height  
Int- Used to store whole numbers like ammo and max capacity   
String- Used to store the players name  
Vertor3 – used for applying speed

## Data Model

Data is stored in order to keep track of player position, Flag positions and the list of weapons/Items they have

## Interface/API Definitions

All the scripts will communicate to each other through void calls and setting of variables where needed.

## Impact

If there are too many calls it can lead to lag if not properly optimized.

## Risks

There is a risk that the game could be too unprotected from hacking and such the online matches will become unplayable to the normal player.

# System Architecture

## Testing

There have been no massive errors with getting the project to where it is now, Although some issues related to getting animations to play correctly.