# Technical Design Document - TDD

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## Choice Of Game Engine And Why?

Our choice of game engine is unreal engine.

The reason we have chosen such a powerful game engine is because it has unlimited potential and is continuously improving becoming the future game engine for gaming.

Unreal Engine offers a realistic style of gameplay primarily; however, this does not mean that it only offers a realistic type of game style, it also offers different styles. Our focus is to look at a slightly more less realistic style.

## Assets And More

Since this is level designed based, the assets will be mainly furniture and table side assets such as stationary, laboratory equipment and more.

## Enemies

A hand holding a green object with a eye and a purple eye

AI-generated content may be incorrect.A hand holding a corn cob

AI-generated content may be incorrect.A hand holding a pumpkin

AI-generated content may be incorrect.

A hand holding a mushroom

AI-generated content may be incorrect.A hand holding a yellow object with a face

AI-generated content may be incorrect.A hand holding a painted pumpkin

AI-generated content may be incorrect.

## Hardware/Software Requirements

Since the choice of game engine for this game is Unreal Engine getting the right hardware will be critical.

Unreal Engine is a high-powered engine and requires at least 8GB of Ram to be able to access its minimum potential. Things like Blender, Wwise and more don’t require as high of ram but will require other hardware.

Wwise is an audio-based software and will require decent headphones or speakers to listen to the audio and test for the audio.

Blender could use an Art tablet for things such as sculpting and texture painting.

Overall the requirements for this production process are using a high powered computer, good pair of headphones/audio speakers and an drawing tablet for 3D modelling use.