# 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. Software such as Blender require the similar amount of ram usage but it all depends on how many models you make or what tools you use within blender.

Blender can use addons from outside sources which can take up extra processing power but the same could be said about Unreal engine.

Unreal Engine can import in textures, packages and asset files which can increase the size of the project massively.

Blender depending on preference can be used with a Digital tablet with or without a screen. Digital tablets are most useful for sculpting and painting textures onto models UVs, by setting key binds on the side of the pen it can be set to whatever the user preference is and can be adjusted at any time making it an extremely useful tool for those who enjoy shortcuts which blender mostly relies on and makes things quicker for experienced users or users who like to advance faster and more efficiently. Overall, the Digital Tablets are a great addition to blender and with great personalisation available the user can get work done effectively.

The overall requirements for this production process are using a high-powered computer capable of supporting high ram usage and high-performance ratings along with an additional Digital Tablet for blender usage to increase performance and detail work.