Author (s)

Software / Game name



Technical Design Document

Date

Author(s):

Version:

**Table of contents**

[1 Document change history 1](#_Toc49935502)

[2 Game overview 2](#_Toc49935503)

[2.1 Game summary 2](#_Toc49935504)

[2.2 Technical goals 2](#_Toc49935505)

[2.3 Platforms 2](#_Toc49935506)

[2.4 System requirements 2](#_Toc49935507)

[2.5 Tools 2](#_Toc49935508)

[3 Entity diagrams 3](#_Toc49935509)

[3.1 Player character 3](#_Toc49935510)

[3.2 Items 3](#_Toc49935511)

[3.3 Enemy 3](#_Toc49935512)

[4 Class diagrams 4](#_Toc49935513)

[4.1 Class 1 4](#_Toc49935514)

[4.2 Class 2 4](#_Toc49935515)

[5 Software behavior 5](#_Toc49935516)

[5.1 Enemy FSM 5](#_Toc49935517)

[5.2 Game / Software loop 5](#_Toc49935518)

# Document change history

|  |  |  |  |
| --- | --- | --- | --- |
| Author | Date | Version | Comments |
| Matti Meikäläinen | 6.6.2003 | 0.0.1 | Document created |
| Matti Meikäläinen | 10.6.2003 | 0.0.2 | Document updated |
| Matti Meikäläinen | 13.6.2003 | 0.1.0 | Added pictures to document |
| Matti Meikäläinen | 15.6.2003 | 1.0.0 | Last version |

Table 1. Document change history

# Game overview

## Game summary

## Technical goals

## Platforms

## System requirements

## Tools

# Entity diagrams

(Description of the game objects that make up the components)

## Player character

## Items

## Enemy

# Class diagrams

## Class 1

## Class 2

# Software behavior

(Add state diagrams and sequence diagrams here for example)

## Enemy FSM

## Game / Software loop