

Technical Design Document (TDD)

Rail Shoota'

Team Potato

Version: v0.0.2

Created: 09/02/15

Last Updated: 09/13/15

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Executive Summary

Project

Technical

Program Summary

- Unity3D 5 –
- Visual Studio 2015 Community – for programming and debugging

Platforms:

- PC

Time To completion:

- ~2 work weeks

Cost: \$6120

- Visual Studio 2015 Community - free
- Unity3D 5 for 3 work stations: \$4500
- 80 hours pay for 3 programmers: \$1620

Hardware and Software

3D Software

- Unity 5 - \$1500

Programming Software

- Visual Studio 2015 Community - Free

Development Plan

Milestones

Date	Milestone
9/04/2015	TDD Rough Draft
9/08/2015	Flowcharts Complete
9/10/2015	Have most of custom inspector completed
9/11/2015	Have framework completed, start implementing functionality
9/12/2015	Finishing touches on functionality, debugging
9/13/2015	Completion, Release, and Presentation

Code Ownership

Jake – movement (Bezier Curve, Look Chain, Wait, Straight-line), gizmos

Nathan – facings (look at fixed point, free look), custom inspector creation

Craig – Camera effects, UGC

Project Goals

This project is to create a tool that allows the designer to create an array of waypoints of different move types. The move types are wait, look and return, straight line, and Bezier curve. Each of these has a facing type (free look, fixed point), and an optional camera effect (splatter, fade, shake). The waypoints themselves are of the type `movementType` and the facing and effect are variables within the `movementType` class.

File Formats

Scripts

Naming Convention	Description	Format
FileName	A script for an object	.cs

Scenes

Naming Convention	Description	Format
SceneName	A scene in Unity3D	.scene

Other

Naming Convention	Description	Format
TDD_Finished	The completed Technical Design Document	.pdf

Inspector Layout



