Technical Design Document (TDD)

**Raid of Privilege**

Optimistic Night Wallabies

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Executive Summary

**Project**

This game is a multiplayer free for all. Where there a battle for resources on this island. Players will gain resources from rolling dice, you can trade your resources with other players. Build buildings with your resources, and then wait for other players to finish.

**Technical**

This is where you will explain some of the technical things in your project. Include:

* A short summary of **all** of the programs you will use to create the game (gimp, paint.net, unity3d, audacity, wamp, maya, autodesk, blender, ect.).
* PC
* 2 Weeks
* How much money this game is going to cost.
* Microsoft Visual Studio usually costs: $299.00
* Unity3D Pro Cost: $1500.00

Hardware and Software

**2D Software**

* Gimp(Free)

**3D Software**

* Blender. Blender will be used to create the buildings and roads and tiles. $Free

**Sound Software**

* Audacity. Audacity will be used to create sound effects. Free.

**Programming Software**

* Microsoft Visual Studio Community Edition. Microsoft Visual Studio will be used to debug and create the code for the project. $Free

Development Plan

**Milestones**

|  |  |
| --- | --- |
| Date | Milestone |
| 10/12/2015 | Project Assigned |
| 10/14/2015 | Merge Projects |
| 10/16/2015 | TDD Complete |
| 10/16/2015 | Map Functionality |
| 10/18/2015 | Trade Window Complete |
| 10/26/2015 | Completion, Release |

|  |  |  |  |
| --- | --- | --- | --- |
| Date Due | Andrew | Mike | Craig |
| 10/16 | Map Implementation | Map Implementation |  |
| 10/19 |  |  | Saving Map Data |
| 10/20 | Single Player Functionality | Single Player Functionality | Single Player Functionality |
| 10/21 | Networking Research | Networking Research | Loading Map Data/  Networking Research |
| 10/22 | > | Processing Phase has basic network implementation | < |
| 10/25 | Merge everything |  |  |

**Project Goals**

Networking the multiplayer functionality

Processing phase

Build Conflict resolution

Loading Worlds & Loading Player Data

Trading

Accountability

Andrew: Trading, Networking

Mike: Networking, Map Generation

Craig: Save, Loading

Features:

1. Save Feature > Player is able to save the last state of the game updated by the processing (server update). Current Game turn will not be saved will loose data not updated from server.

2. Dice Roll: In Phase 1, local Player gains resources from current roll of their local dice. In Phase 5 (Processing), all Players gain resources from all the other Players dice rolls. So for (n) Players, each Player gains resources in Phase 5 from (n - 1) additional dice rolls (the other Players).

File Formats

**2D**

This is where you will specify what file formats all of your 2D files are going to be in, as well as the naming convention you will use for these files.

Example:

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| Finished\_Texture\_Filename | A finished texture | .png |

**3D**

This is where you will specify what file formats all of your 3D files are going to be in, as well as the naming convention you will use for these files.

Example:

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| Finished\_Object\_Filename | A finished 3D model | .obj |
| Object\_Filename | An unfinished 3D model | .obj |

**Audio**

This is where you will specify what file formats all of your audio files are going to be in, as well as the naming convention you will use for these files.

Example:

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| Finished\_Effect\_Filename | A finished sound effect | .wav |
| Finished\_Background\_Filename | A finished background sound | .mp3 |

**Scripts**

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| ScriptFilename | A script for an object | .cs |

**Scenes**

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| SceneFilename | A scene in Unity3D | .scene |

**Other**

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| TDDFinished | The completed Technical Design Document | .pdf |
| GDDFinished | The completed Game Design Document | .pdf |