Technical Design Document (TDD)

MnM

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# Executive Summary

### Project

Include here an elevator speech that explains what your game is about. An elevator speech is something that you would say to someone in 15-20 seconds about your game.

For example, I might say that my game is an action rpg where the player is out to beat his evil stepfather. The game will feature a significant amount of different enemies, with a lot of guns and unique upgrades. Throughout the game the player can earn skills and abilities depending on how many creatures they have killed, and eventually the player will have to learn the truth about his father.

### 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.).
* What platform(s) your game will be created for.
* How long it will take you to create this game
* How much money this game is going to cost.
  + **note:** you should not spend money on this game. Think about how long it is going to take you to actually make this game, in terms of hours (not days/weeks/months, ect.) Take that number and multiply it by the median hourly salary for an entry-level programmer ($27.00 an hour). Add that into the costs for the game. (Do not factor in overtime, benefits, or other such things)
  + Microsoft Visual Studio usually costs: $299.00
  + Unity3D Pro Cost: $1500.00

# Hardware and Software

### 2D Software

Here you should explain all 2D software you are going to use. This includes software such as paint, gimp, ect. Give a short explanation of the software, and what you are going to use it for. If the software costs money, include that at the end. Example:

* Microsoft Paint. Microsoft Paint will be used to alter the sprites for the power up images. Free on a Windows Operating System ($64.00)

### 3D Software

Here you should explain all 3D software you are going to use. Only include Unity if you will be using unity for modeling, rigging, or animation creation. This section is for programs like maya, autodesk, ect. Give a short explanation of the software, and what you are going to use it for. If the software costs money, include that at the end. Example:

* Maya. Maya will be used to create the character models, as well as rig and animate them. $595.00 per year.

### Sound Software

Here you should explain any sound software you are going to use. This includes software such as Audacity, WWise, FMod, ect. Give a short explanation of the software, and what you are going to use it for. If the software costs money, include that at the end. Example:

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

### Programming Software

Here you should explain any software used for programming. This includes software such as Unreal Engine, Visual Studio, Dev C++, Eclipse, XCode, ect. Give a short explanation of the software, and what you are going to use it for. If the software costs money, include that at the end. Example:

* Microsoft Visual Studio. Microsoft Visual Studio will be used to debug and create the code for the project. $299.00

### 

# Development Plan

### Itinerary

This section is option. If you need to nail down a more strict plan, include a general itinerary here. This can be as detailed to the point of what you want to accomplish every day, or more broad maybe what you want to accomplish every week or every other week in a larger project.

### Milestones

|  |  |
| --- | --- |
| Date | Milestone |
| 10/27/2015 | Character / Map Creation complete |
| 10/30/2015 | TDD Complete / GUI Complete |
| 11/5/2015 | Shooting implanted in character |
| 11/9/2015 | Turn in |

### Project Goals

This is getting down to the nitty gritty. What are the goals for this project? In a perfect world. what would you complete in this project. Be as detailed as possible in this section! How many levels? What is the architecture of your game going to be (one enemy class with two sub classes, one enemy class total, one weapon class with a subclass for each weapon, one weapon class with a subclass just for this one weapon, a game controller in every level that will control the HP and movement of the character, ect.)? Anything and everything that you will complete for your game (except a flowchart) should be in this section.

### 

# 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\_Sheet\_Filename | A finished 2D sprite sheet | .png |
| 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 |
| Script\_Filename | A script for an object | .cs |
|  |  |  |

### Scenes

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| Scene\_Filename | A scene in Unity3D | .scene |
|  |  |  |

### Other

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| TDD\_Finished | The completed Technical Design Document | .pdf |
| GDD\_Finished | The completed Game Design Document | .pdf |

### 

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# Level Layouts

This is where you will include graphics that show the layout of the levels. You can use paint, gimp, or graph paper to layout your levels. Make sure to include each level/world. Include how large the level/world is, and how long (estimated) it should take to go through the level/world for an average player.

# Asset List

### Common Type

This is where you will list all of the common assets in your game. Common assets are assets that are found across multiple levels/scenes.

#### 2D Art

#### 3D Models

#### Audio

### Level 1 (Replace with name)

This is where you will list all of the assets in each specific level.

#### 2D Art

#### 3D Models

#### Audio

Copy/Paste Level 1 for each level in your game.