Technical Design Document (TDD)

**Game**

Team

Version: 1

Created: 10/28/2015

Last Updated: 10/28/2015

**Table of Contents**

Executive Summary 3

Project 3

Technical 3

Programs 3

Market Release 3

Time to Completion 3

Estimated Cost of Completion 4

Hardware and Software 5

2D Software 5

Sound Software 5

Programming Software 5

Development Plan 6

Milestones 6

Project Goals 6

Features 6

File Formats 8

2D 8

3D 8

Audio 8

Scripts 8

Scenes 9

Other 9

Asset List         10

Audio         10

Executive Summary

**Project**

Create a basic Capture the Flag game w/ FPS Elements

**Technical**

Programs

The following programs will be required for the creation of GAME

|  |  |  |
| --- | --- | --- |
| Program | Purpose | Cost |
| Unity3d | Game Development Environment | $1500 |
| Maya LT | Asset Creation | $750 |
| Audacity | Sound Creation | Free |
| Microsoft Visual Studio | Debugging Environment | Free |
| G.I.M.P | 2D Image Manipulation | Free |
| Blender | 3D Graphics and Animation | Free |

Time to Completion

The total estimated completion time for user rails is two weeks.  That includes time for coding and bug testing.

Estimated Cost of Completion

|  |  |
| --- | --- |
| Unity3d | $1500 x 3 |
| Maya LT | $750 |
|  |  |
| **Total** | **$5250.00** |

Hardware and Software

**Programming Software**

|  |  |  |
| --- | --- | --- |
| Software Name | Description | Cost |
| Microsoft Visual Studio | Used to debug and create code | Free |
| MonoDevelop | Used to create prototype code | Free with Unity3D |
| Unity3D | Development Environment. Used to release to multiple platforms. | $1500 |

Development Plan

**Milestones**

|  |  |
| --- | --- |
| Date | Milestone |
| 11/11/2015 | TDD Initial Draft, Environment objects created |
| 11/13/2015 | Base Objects Created |
| 11/15/2015 | Objective and pickup objects created |
| 11/17/2015 | Terrain Maps Created |
| 11/19/2015 | Levels Built and Playable |
| 11/21/2015 | Level Select complete |
| 11/22/2015 | Complete and Submitted to Professor Fisher |

**Project Goals**

Features

* Capture the flag gameplay
* Stunning 3d graphics
* Intense multiplayer
* Full Motion Capture Animations

File Formats

**Scripts**

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| FilenameEditor | Editor script for an object script | .cs |
| 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 |

Asset List

|  |  |  |
| --- | --- | --- |
| Asset | Type | Format |
| Crate | Cover | .fbx |
| Container | Cover | .fbx |
| Barrel | Cover | .fbx |
| Flag Pole | Objective | .fbx |
| Ammo Box | Pick Up | .fbx |
| Base Type A | Base | .fbx |
| Base Type B | Base | .fbx |
| Map A Terrain | Terrain Map | .fbx |
| Map B Terrain | Terrain Map | .fbx |

Accountability

Matt

* Shaders
* Networking

Nathan

* Networking

Jake

* Level Creation
* Asset Creation
* Level Select
* TDD

**TIME LOGS**

**MATT**

|  |  |  |
| --- | --- | --- |
| Time | Task | Date |
|  |  |  |
|  |  |  |
|  |  |  |

**NATHAN**

|  |  |  |
| --- | --- | --- |
| Time | Task | Date |
|  |  |  |
|  |  |  |
|  |  |  |

**JAKE**

|  |  |  |
| --- | --- | --- |
| Time | Task | Date |
| 18:00 – 18:15 | Created the Crate Asset | 11/11/15 |
| 18:15 – 18:30 | Created the Barrel Asset | 11/11/15 |
| 18:30 – 18:45 | Created the Container Asset | 11/11/15 |