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| **Finnish united** |
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| This document contains details on Dungeoners done for DM2295 Game Development Project |

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**INTRODUCTION**

This document describes the overall technical description of Dungeoners. Based on the game design document (GDD), the platform we are targeting is Windows, PC, and the resources dedicated to the project, we will produce a First Person, Player versus Player, Royal Rumble / Hack and Slash, Horror game within 3 weeks.

**REQUIREMENTS**

**Software**

This game must be able to run on any Windows XP/ Vista based system.

**Platform**

The platform we are targeting is Windows, PC.

**Game Assets**

Artwork

The game will make use of Unity to load in Art Assets. The file formats used are: ??.

Audio

The game will make use of Unity to load in Audio. The file formats used are: ??.

**File Types**

Artwork

We will be using artwork of various file formats, namely, those that Unity supports.

Unity supports Filmbox – File (\*.fbx), Object – File (\*.obj), Digital Asset Exchange – File (\*dae), AutoCAD DXF – File (\*.dxf) and 3ds File (\*.3ds) for 3d assets.

Unity supports Portable Network Graphics \_ File (\*.png), Joint Experts Photographic Group \_ File (\*.jpeg / \*.jpg), Graphics Interchange Format – File (\*.gif), Bitmap Image File (\*.bmp) and Photoshop Document – File (\*.psd) for textures.

Audio

We will be using audio of various file formats, namely, those that Unity supports.

Unity supports the respective audio file formats.

**Supported Formats**

|  |  |  |
| --- | --- | --- |
| **Format** | **Compressed as (Mac/PC)** | **Compressed as (Mobile)** |
| MPEG(1/2/3) | Ogg Vorbis | MP3 |
| Ogg Vorbis | Ogg Vorbis | MP3 |
| WAV | Ogg Vorbis | MP3 |
| AIFF | Ogg Vorbis | MP3 |
| MOD | - | - |
| IT | - | - |
| S3M | - | - |
| XM | - | - |

Scripts

The game will mostly be developed in C# and Javascript.

**System**

The game will be controlled using the keyboard or gamepad.

**Technologies**

We will be using the Unity game engine throughout the development process of the game.

**SYSTEM ARCHITECTURE**

Game Flow

Start

If server not full

Connect to server

If not enough players

If server full

Wait for more players

Rejected by server

If choose to wait

If choose to quit game

If enough players

Wait for chance to connect to server

Quit game

Connect to the game

If server is still full

If not 1st time playing

If 1st time playing

Start Main Level

Start Tutorial Level

If die or > 1 player standing

If last player standing playing

If choose to stay connected

Lose game

Win game

If choose to quit game

End

**FUTURE CONSIDERATIONS**

* Handle more players
* More levels
* Randomly generate rooms
* Unlockable items

**DOCUMENTATION CONVENTIONS**

**Artwork Format**

All artwork used are to be in the File format supported by Unity.

**Audio Format**

All audio used are to be in the File format supported by Unity.

**Scripting Conventions**

1. Game is to be done in multiple C# (\*.cs) and Javascript (\*.js) file.
2. Game is to be well commented and indented neatly for easier readability of the codes.