Year 2 Project Technical Document Template

Your technical document should be well presented, proof read and easy to understand. The purpose of the technical document in industry is to get programmers new to a project up to speed on what the practices and code base is likely to look at and the technical procedures they should be aware of. Always keep this in mind as you write this document.

Introduction

Write a short description of what your game is about. Include a description of the main mechanics.

Platforms

Platform Choice and Technical Specifications

What platforms are you targeting?

List the technical specifications of the chosen platforms. If your chosen platform doesn't have fixed hardware, list the minimum specifications you're aiming for.

Code

Source Control and build process

What source control are you using?

EG – Git, Perforce, SVN, Hg, etc

How are you using your chosen source control method? Are you just using command line git? Or interfacing with Unity using perforce? Are you setting up source control hooks to ensure builds kick off on commit?

What are the best practices for your chosen source control method? How often do you commit? How often do you push? What is the procedure for merging?

How often do you build? Where do builds go? How do you make an automated build? What happens when a build fails? Do you have a dedicated build computer?

Coding Standards

What are your coding standards across the project? Are there any language features that are off limits and why?

Software

What software must be installed on a machine for it to be ready for development?

Assets

Asset Formats

What restrictions are you placing on assets coming into your game?
For example:

Models

- What file formats for meshes are you allowing?
- What are the restrictions on meshes coming into the game?
- Are there restrictions on animations?

Textures

- What file format – BMP, PNG, TGA, DDS?
- Allowable texture sizes?

Sounds

- File format?
- Bit depth?
- Sample rate?

Asset pipeline

Folder and Project Structure and file naming conventions

Where are different asset types stored in your project?

Where are final assets stored?

Where are work-in-progress assets stored (PSD files)?

Asset List

Timeline

A separate document outlining when each system or asset should be complete. For code, try to keep different people working on systems that can be developed independently.