A black background with grey leaves

Description automatically generated

Technical Design Document

Computer Games Development

Final Year Project – Repeat

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[UML from Visual Studios](#_UML_diagrams_from)

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# UML diagrams from Visual Studios

Enemy class UML

A computer screen shot of a diagram

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Other visual studios UML

A screenshot of a computer game

Description automatically generated

A screenshot of a computer

Description automatically generated

# UML diagrams from Doxygen

There is a folder called Doxygen in the project you can go inside there and into the HTML folder type in search bar the index.html and click that to open Doxygen on your preferred web browser to have a look at the generated information Doxygen gives.

## Enemy Class UML’s

A diagram of a person's energy

Description automatically generated

Here is some UMLs for few important functions for the enemy class

This is the isPlayerInVisionCone function

A screenshot of a computer

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This is the setState() function

A diagram of a company

Description automatically generated with medium confidence

Update function

A screenshot of a computer

Description automatically generated

Lasty updateAnimation function there is few more but those you can check in the index.html inside the Doxygen folder and html folder

A diagram of a computer

Description automatically generated with medium confidence

## Game Class UML’s

A diagram of a game

Description automatically generated

Here is some UML diagrams call graphs for other functions

createLightMap() function

A diagram of a game

Description automatically generated

handleServerSessionResponse()

A diagram of a computer flow

Description automatically generated with medium confidence

joinSession() function

A screenshot of a computer

Description automatically generated

listenForServerMessages()

A screenshot of a computer

Description automatically generated

Render()

A screenshot of a graph

Description automatically generated

Functions like Run or update are very massive and wont fit in this document unless I break it up, but it won’t look good then in here either, so I recommend going to the Doxygen html and go to these function parts.

## Main Menu UML’s

A screenshot of a computer

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MainMenu() function

A screenshot of a computer

Description automatically generated

## Particle Manager UML

A group of arrows pointing to a line

Description automatically generated with medium confidenceHere is a function how to add particle the UML diagram caller graph looks like

Update()

A diagram of a system

Description automatically generated

## Player UML

Here are a few diagrams for player

A diagram of a game

Description automatically generated

handleInput()

A screenshot of a computer

Description automatically generated

takeDamage()

A screenshot of a computer

Description automatically generated

Update()

A screenshot of a computer

Description automatically generated

updateBullets()

A screenshot of a computer

Description automatically generated

## Server UML

handleClient()

A screenshot of a computer

Description automatically generated

handleConnections()

A diagram of a server

Description automatically generated

Run()

A screenshot of a computer

Description automatically generated

## Sound Manager UML

SoundManager()

A diagram of a diagram

Description automatically generated