**01002 Elements – Technology Document**

**For Game Programming Entries ONLY!**

Game Name:

Aristaea

Team ID Number/Team Name:

02-010-001/The Waffalz Four

Game Theme:

Season – based characters fight enemies in an arena hack – and – slash

Description:

It’s a fight to the death! Take control of a season – based character and hack your way to victory in this arena – style hack and slash. Each player has a different play style – choose the one that best suits you!

Objective:

The player wins when they defeat all enemies on the map. The player loses if they run out of life.

World Presentation:

* *How is your world displayed? A background image with sprites on top? Tiles covering the entire screen? 10,000 sprites/tiles rendered on a blank background in 3D space?*
* *Describe how the game world will be represented internally (e.g., 2D array, Dictionary, List).*
* *Describe how data that defines a level moves from its source to the screen.*

Control of world:

*What control does the player have over the world presentation? Add a short discussion here and fill in the table below for any applicable items.*

|  |  |
| --- | --- |
| **User Experience** | **Important program components**  **(class names, properties/variables)** |
| Scrolling the world |  |
| Level/scene change |  |
| Camera motion |  |
| Change in world view  (top down, side view, angle view) |  |
| HUD Control |  |
| Level/Scene editor |  |

Presentation of adversaries:

* *What can adversaries do? Run, jump, fight, talk?*
* *How will adversaries be controlled? Random appearance & action, scripted (static placement), responds to player actions?*
* *Describe how adversaries will be represented internally (e.g., BadGuy, Actor class?).*

*In addition to the discussion above, fill in the table below for any applicable items.*

|  |  |
| --- | --- |
| **Adversaries** | **Important program components**  **(class names, properties/variables)** |
| Appearance/Location |  |
| Run |  |
| Jump |  |
| Fight |  |
| Talk |  |
| AI (dynamic action) |  |

Significant Technology:

*What is the most significant piece of work in your game? For example, a 2d array of Lists, where each List contains all game objects at that location, plus an ordering algorithm to determine the screen drawing order.*

*This will be the centerpiece of your technical presentation later.*

Software Design

*Add a drawing to illustrate your program’s design or how you implemented your most significant technology. Use class diagrams (UML), data flow diagrams, use case diagrams, or other illustrative technique to illustrate your design approach.*