**Technical Design Document**

**GAM150S14-C**

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Overview:

* Memory Manager
* Input Manager
* Level Manager
* Audio Manager
* Graphics Manager
* Frame rate Controller
* File I/O
* Collision System
* Physics System
* Object Manager
* Sprite Animation

Graphics Implementation:

Multiplayer Implementation:

Coding Methods:

* Global Functions - GlobalFunctionName(void)
* Global Variables - int GlobalVariableName or int Global\_Variable\_Name
* Helper Functions - helperFunctionName(void)
* Local Variables - int localVariableName or int local\_Variable\_Name

File Header:

/\*

File: Main.c

Author: Dan Muller (d.muller), Another Person (another.person)

Creation Date: Jan 7, 2014

Purpose: Starts the game up

Functions: WinMain - Main function

Foo - Another function

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Code Blocks:

// ---------------------------------------------------------------------------

// Includes

// ---------------------------------------------------------------------------

// Globals

// ---------------------------------------------------------------------------

// Function Prototypes

// ---------------------------------------------------------------------------

// Main Program

Header file location: \MansionMashers\HeaderFiles

C file location: \MansionMashers\SourceFiles

Texture file location: \MansionMashers\TextureFiles

Include syntax for header files: “../HeaderFiles/Header.h”

Texture syntax for texture files: “../TextureFiles/Texture.png”

Header defines:

#ifndef FOX\_FILENAME

#define FOX\_FILENAME

//Header code goes here

#endif

**Fox Engine Project Filters:**

Fox Engine Headers: All engine headers

Fox Level Headers: All level headers

Fox Math Headers: All math headers

Fox Level Sources: Level source files

Fox Math Sources: Math source files

Fox Engine Sources: Engine source files

Debugging:

Tools:

Scripting Languages:

Technical Risks:

Appendices

Appendix A: Interface Flow

Flowchart

Mockups

Appendix B: Art Requirements

Appendix C: Audio Requirements