Unity Project

Document Type

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Draft 1

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1. Document Overview

The purpose of this document is to have an example for members of the capstone unity team of how documentation for this project is to be formatted. Also with some tips on how to properly document their work.

# Document Formatting

There should be provided styles for the title, header, footer, headings, sub headings, and body text, titled Unity ~. The table of contents should actually be self-updating now, if not, click the upper-left corner of the “Table of Contents” heading and there should be a function to update the page numbers, headers, and so forth.

Just as the above paragraphs, the body text should all be justified to the edge of the padding. The shortcut key for this is (crtl + j).

# Document Tips

Write all verbs in full. Do not use contracted forms like don’t or can’t. Do not use abbreviations such as info (for information) and asap (for as soon as possible). Limit the use of passive voice. However, there are some situations where passive verb forms are preferred to active forms. For example, active verb forms used with the first person singular are not considered appropriate in formal or academic writing.

## Sub Heading 1

Example text for sub heading.

# References

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| Doc Number |  | Doc Version | Doc Name & Location |
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# Glossary

**Example Term or Acronym** – Example Description

# Document Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| Revision | Date | Author | Changes |
|  |  |  |  |
|  |  |  |  |

# Appendix

Material including referenced documentation the web or elsewhere, as well as alternative designs or items/ideas for future improvements.