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| University of Canberra |
| Assignment 2 - Technical Design Document |
| Advanced Game Programming - 9746 |

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# Game Analysis

## Prototype Game Requirements

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | User Story (as a player of this game) | Tasks | Time Estimation (Hours) | Priority  1 = Very High  2 = High  3 = Medium  4 = Medium to Low  5 = Low |
| 1 | I want to be able to enjoy unique and interesting levels. | Create 1-5 tiles that will become the base environment for the game.  One tile will be empty for later use. | .16  10 Minutes | 1 |
|  |  | Create Zones with openings in the:  Left-Right  Left-Right-Top  Left-Right-Bottom  Top-Bottom  Top-Bottom-Left  Top-Bottom-Right  Left-Right-Top-Bottom  By placing empty game objects in 10x10 grid. | .5  30 Minutes | 1 |
|  |  | Attach an object spawning script to the empty game objects.  This will randomize which non-empty tile will spawn at these locations. | .16  10 Minutes | 1 |
|  |  |  |  |  |
|  |  |  |  |  |

Figure 1: Priority Backlog List

# Use Case Diagrams

# Game Design

* Architectural Design
  + Component Design
  + Interface Design
* Data Structure Design
* Algorithm Design (Pseudocode)

## Architectural Design

## Design Document

## Data Structure Design

## Entity-Relationship Diagrams

## Algorithm Design (Pseudocode)

# Game Implementation

## Code with Comments

# Testing and Verification

## Test Plan

## Error Report

* Device Tested
* Test Results
  + List of Functionalities Tested
* List of Bugs

## Improvement Report

# Bibliography