**1. Introduction**

This document is the software design for our video game project, which was built using the Godot Engine and integrated DevOps practices. Its purpose is to guide the software development lifecycle by providing a structured plan that aligns technical and collaborative workflows. This phase is crucial because it sets the foundation for developing, testing, deploying, and maintaining the application.

Our game will run on PCs with Windows and Linux operating systems and will be lightweight enough to operate on systems with integrated graphics. The development will utilize **Godot 4.x**, with **GDScript** as the main language. The project will also include tools such as GitHub (for version control and CI/CD), Discord (for communication), and Trello (for task tracking). Automated testing will be implemented using **GDUnit3**, and GitHub Actions will manage the build and test pipelines.

A computer screen shot of a computer

AI-generated content may be incorrect.**Entity Relationship Diagram (ERD)**

**Sequence Diagrams (UML)**

A diagram of a game

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**Architecture Design Diagram**

A diagram of a computer

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**Class Diagram**

A screenshot of a computer

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