**CGP600 AE1 – Group Project**

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**Abstract**

Describes the overall purpose and content of the document.

**CR Categories:** ?

Keywords: ?

1 Game Concept

Briefly describes the gameplay.

2 Group Work

Discusses the group work design process. Meetings, work distribution, possible improvements, outcome, etc.

**3 Software Design**

Most content of the document will be in this section. Contains the

complete software design including overall architecture.

**4 Project Management**

Almost as large as the Software Design. Contains things like WBS, Critical Path analysis, Schedules (MS Project), etc.

5 Testing

Describes how to test, when to test and why to test this way.

**6 Assets**

Describes which assets are needed and where they come from.

7 Contact Information

If you have questions or suggestions regarding this document, please contact me at [3SCHAK76@solent.ac.uk](mailto:3SCHAK76@solent.ac.uk).

Appendix

All the stuff.

References

Beginning DirectX 11 Game Programming. 2011. Course Technology, Boston.