

**Maintenance Document**

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Sample document: http://www.techstreet.com/direct/SWM\_samples.pdf

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# Introduction/Something

The software is a 2D game made with Unity 2017.3.0f3. The game consists of a number of levels in addition to the menu screens. The game is modelled after the 1982 game Jungle Hunt. This chapter gives an overview of the software structure.

The game starts with menu screens. During these screens the difficulty and the players name are saved into the DataContainer\_Character script. This script holds all the information related to the player’s success in the game: current level, scores and the number of lives.

Each level is generated dynamically using the corresponding LevelGenerator script. This script uses prefabs and graphics with the information saved into DataContainer\_Character to create the level. Renaming or changing graphics or prefabs should be changed accordingly in the generator scripts.

The Player-script is used to move the player and change the players state and animation. PlayerCollision takes care of the different collision and triggers that happen when the player hits non-lethal objects.

The game uses Unity’s Input Manager. This ensures that the game is playable with different control schemes and developers can change the bound buttons easily. The menu’s can be navigated with mouse, keyboard or another device. Player can be controlled using keyboard or similar device.

The software has built-in unit tests for SceneManager and DataContainer\_Character scripts. These tests can be run be using the Unity’s own Test Runner. In addition to these tests, the software has been tested manually. In normal use the game should run as intended.

-Known bugs or problems

# Placeholder for more indepth guide

SceneManager

Player (Player Collisions?)

-States and triggers