

Computer Games Development CW208

Technical Design Document

Year IV

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| [Date of Submission] | |

[Declaration form to be attached]

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# Technical Design

## Tasks

| **Task Name:** Display Game World  **Steps to Test:**   1. Run the Game. 2. Check that the level is visible. 3. Check that Mega Man can be displayed. 4. Check that the Enemies can be displayed. |
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| **Task Name: Movement**  **Steps to Test:**   1. Press the Left Arrow or A keys. 2. Check that Mega Man moved left. 3. Press the Right Arrow or D keys. 4. Check that Mega Man moved Right. 5. Press the Up Arrow Key or Spacebar or X Key. 6. Check that Mega Man Jumped. 7. Press the Down Arrow or S keys at the same time as the one of the jump keys. 8. Check that Mega Man moved Slides in the direction he is facing. |
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| **Task Name:** Shooting  **Steps to Test:**   1. Run the Game. 2. Press the Z Key. 3. Check that a bullet is fired from Mega Man |
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| **Task Name:** Camera Follows the Player  **Steps to Test:**   1. Move Mega Man towards the edge of the screen. 2. Check that the camera moves position to follow him. |
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| **Task Name:** Ground Charge Enemy  **Steps to Test:**   1. Spawn the Enemy 2. Check that it only moves in the direction assigned to it at spawn. |
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| **Task Name:** Collisions  **Steps to Test:**   1. Spawn the Ground Charge Enemy 2. Let the Enemy Run into the player. 3. Check that the player takes damage, taking from total health. 4. Fire a bullet at the enemy. 5. Check that the bullet is gone and the enemy is damaged. |
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| **Task Name: Win Conditions**  **Steps to Test:**   1. Spawn the end door in front of the player. 2. Start the game and enter the door. 3. Check that the Win condition became true. |
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# References

Book

Author(s) - family name, initials. (Year). *Title of book.* Edition. Place of publication: Publisher.

[1] Gregory, J. (2014). *Game Engine Architecture.* CRC Press.

Report

Author(s) - family name, initials. (Year). *Title of report.* Edition. Place of publication: Publisher. (Series and vol./no.).

[2] Burrows, D., *et al.* (2012). *Global Trends: Alternative Worlds.* Washington: National Intelligence. (Office of the Director of National Intelligence).

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[4] de Valk, J. (2014, May 12). AI for Games. [Online]. (URL https://www.somesite.com/articles/1234/). (Accessed 12 February 2014).