## horizontal line



TDD AI Assignment 3

24.05.2021

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# Changelog

|  |  |  |
| --- | --- | --- |
| Version | Date | Changes |
| 1.0.0 | XX/XX/20XX | Initial Setup |
|  |  |  |
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# Introduction

## Rationale

I am trying to accomplish a 3-door maze with a start and finish as well as a collectible to allow for the end of the maze.

## Background

There may be some references to the TDD for ‘AI Assignment 2’ as they use some of the same NavMesh components.

## Terminology

No Special terminology is used.

## Non-Goals

I have not yet figured out how the game ending collectible will be obtained and how it will ultimately allow the maze to be ‘Completable’

## Proposed Design

I am thinking for allowing the ending to put a waypoint towards the end game ‘Key’ which will contain a box collider ‘isTrigger’ and will SetActive the final waypoint. Once the final waypoint is reached it will trigger the end game message.

## Software and Hardware Requirements

Software - Unity

Hardware - Any PC (Post 2007 recommended)

# Gameplay

## Gameplay Mechanics

### Mechanic #1 - NavMesh Agent

/ The NavMesh Agent will simply follow waypoints and will be considering any obstacles in its path where it would then avoid that certain object and find a new route to take. /

### Mechanic #2 – End Game Keys

/ To Achieve the end goal, you must retrieve keys to enable the ending of the maze. /

### Mechanic #3 - Doors

/ Doors will be around the maze with buttons in their vicinity that will activate the door enabling it to be opened to venture through the maze toward the end. /

### Mechanic #4

/ Detailed description of how the mechanic will work /

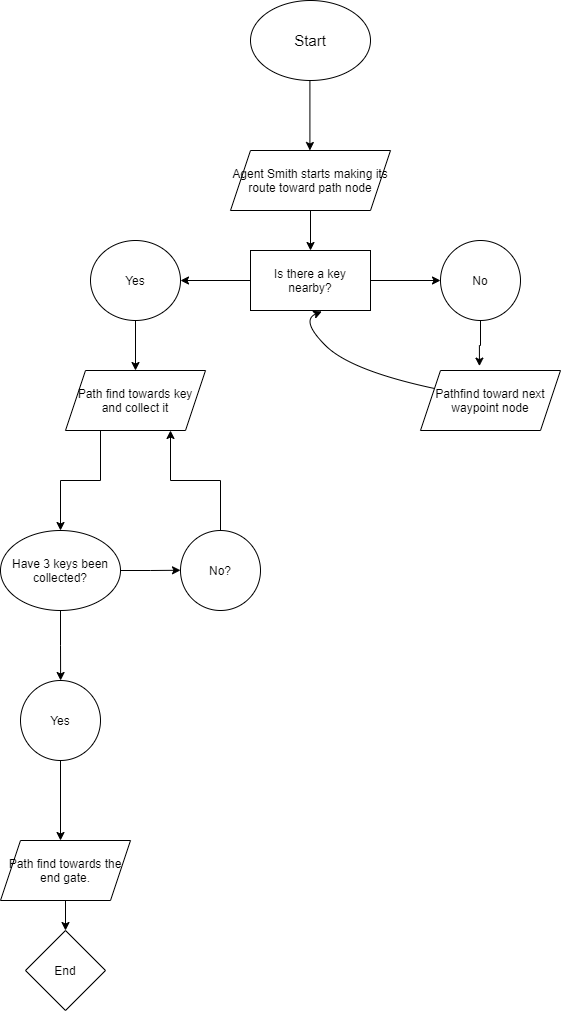
## Controls

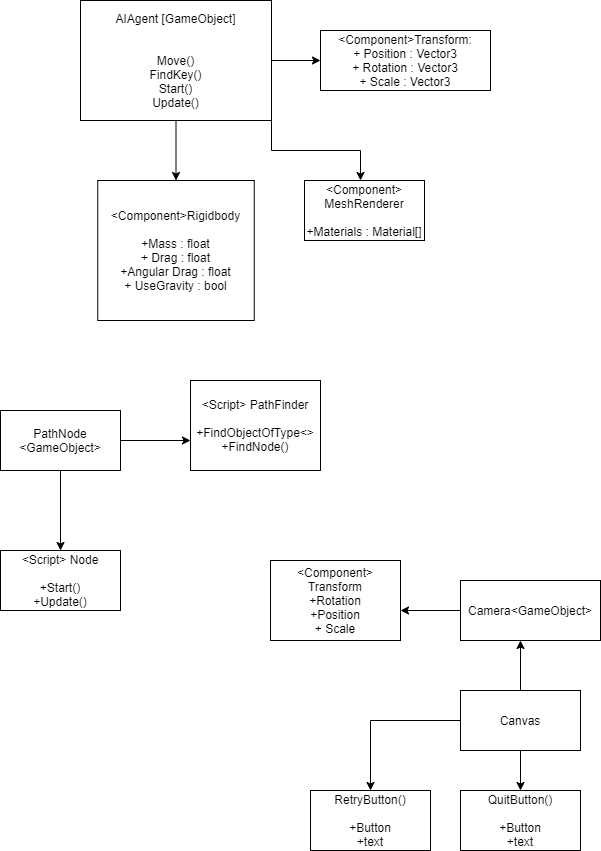
/ There are no controls available, there is a simple Birdseye view camera /

### Mappings

|  |  |  |  |
| --- | --- | --- | --- |
| **Control** | **Function** | **Device** | **Mappable** |
| Left Click | Restart | Mouse | No |
| Left Click | Quit | Mouse | No |
| - | - | - | - |
| - | - | - | - |
| - | - | - | - |

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**FlowChart:**

**UML Diagram: **