## horizontal line



TDD Template

XX.XX.20XX

**─**

Your Name

Your Company

123 Your Street

Your City, ST 12345

# 

# Changelog

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

# Contents

[**Changelog**](#_5kn5bjry9gjp) **1**

[**Contents**](#_62o0kgg5oynz) **2**

[**Introduction**](#_oxk53rrzhe3j) **3**

[Rationale](#_sui8vh2z74cg) 3

[Background](#_ht161vq8mk3m) 3

[Terminology](#_je3u68g7apd6) 3

[Non-Goals](#_8q92eeds6myf) 3

[Proposed Design](#_a10xfv7dn01b) 3

[Software and Hardware Requirements](#_t60nfhfpuxia) 3

[**Gameplay**](#_jkl76wqkyn7y) **4**

[Gameplay Mechanics](#_vmoqexbqk7tf) 4

[Mechanic #1](#_we558vptzf6r) 4

[Mechanic #2](#_k07jf3o5x9cx) 4

[Mechanic #3](#_nw6w6su1lzyq) 4

[Mechanic #4](#_eup3qr74kmzw) 4

[Controls](#_m6z7rbcrryjc) 4

[Mappings](#_sskpmr5w3d3t) 4

[**System Architecture**](#_cwo5vxww8gb) **5**

[Data types](#_4sgi0ird3xzv) 5

[Data Model](#_7ono6u1cvktu) 5

[Interface/API Definitions](#_cga8s6z1ahbo) 5

[Impact](#_i80vs9qe7l24) 5

[Risks](#_230o9g1wesmu) 5

[Alternatives](#_9m502pllby8o) 5

6

# 

# 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 /

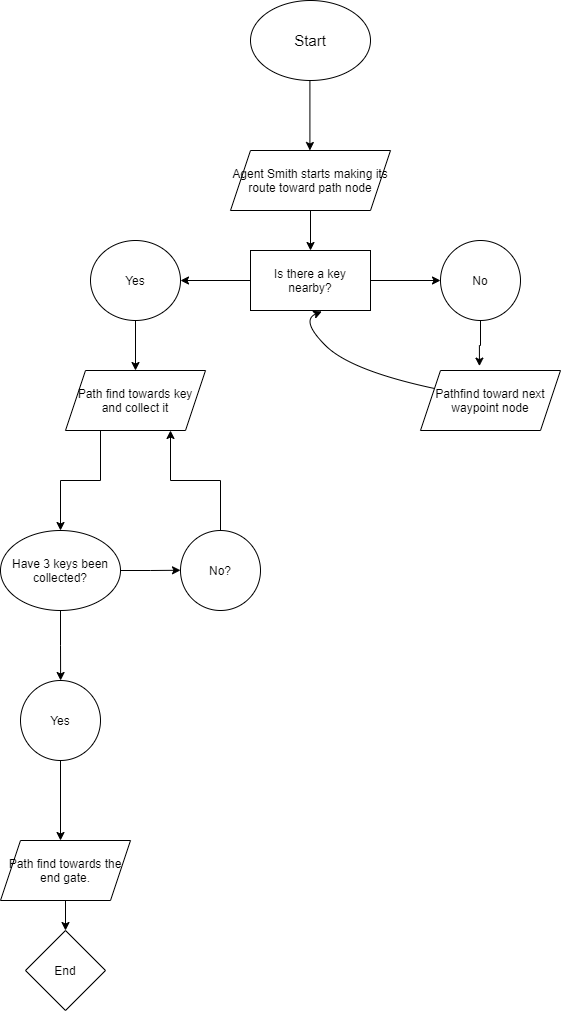
## Controls

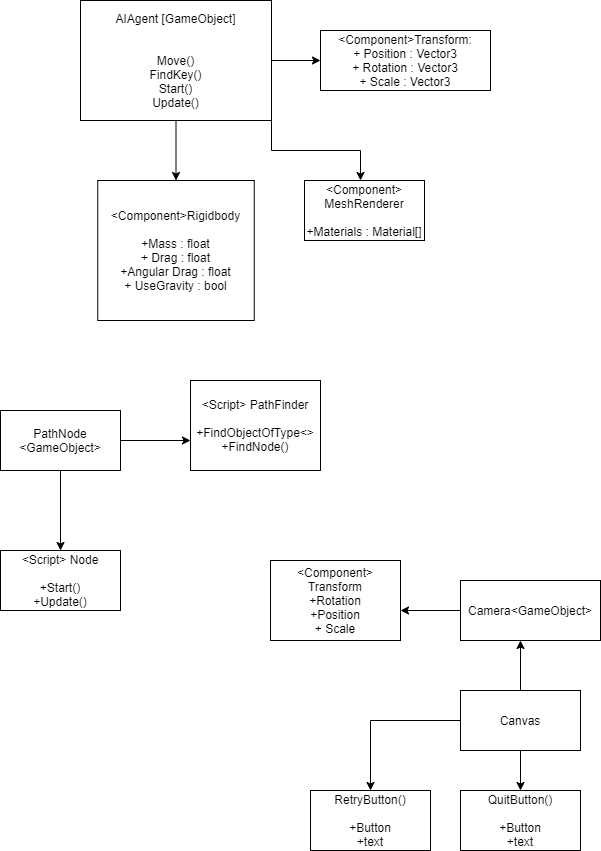
/ There are no controls available, there is a simple Birdseye view camera /

### Mappings

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

# 

**FlowChart:**

**UML Diagram: **