Technical Design Document

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### Game Concept:

The player is stuck in a dark forest where they must flee and survive from a deadly vampire using their torch light as temporary “protection”.   
The game is in a first person perspective.

### Target Platform:

The target platform for this project will be for PC only.

### Software Used:

The engine that will used to make the project is Unity Version 5.5.1f1.  
It is important to keep the software version the same as the program can potentially break if different versions are used.

### Programming Language:

The language used for programming will be C# which is integrated into Unity.

### Source Control:

The method of source control that will be used for this project will be GitHub, through Source Tree.

### Controls:

The player movement will be handled with the keyboard using the W A S D keys.

The player will be able to look around using their mouse.

Interaction in the game will be handled using the E and R key depending on what the player is interacting with.

### Technical Goals:

#### Prototype:

* Responsive player movement
* Simple AI
* Lighting System
* Simple particle system
* Ambient Sound

#### Alpha:

* Character meshes
* Animated characters
* Believable AI
* Four player networking

### Potential Technical Risks:

* AI may behave unusually, impacting on gameplay experience
* Latency may cause frustration during networked gameplay