Technical Design Document

Team Number 17

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Game Title: Therapist Simulator 2015

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1. Project Executive Summary
2. Feature List

1) Sprites and animation (Ryan)

8) Sound (most likely irrklang) (Ryan)

9) User interface programming (Ryan)

3) Level transition (WX)

4) Items/Inventory (WX)

5) Experience system (Stats) (WX)

6) Enemy A.I (Ken)

2) Skills (Ken)

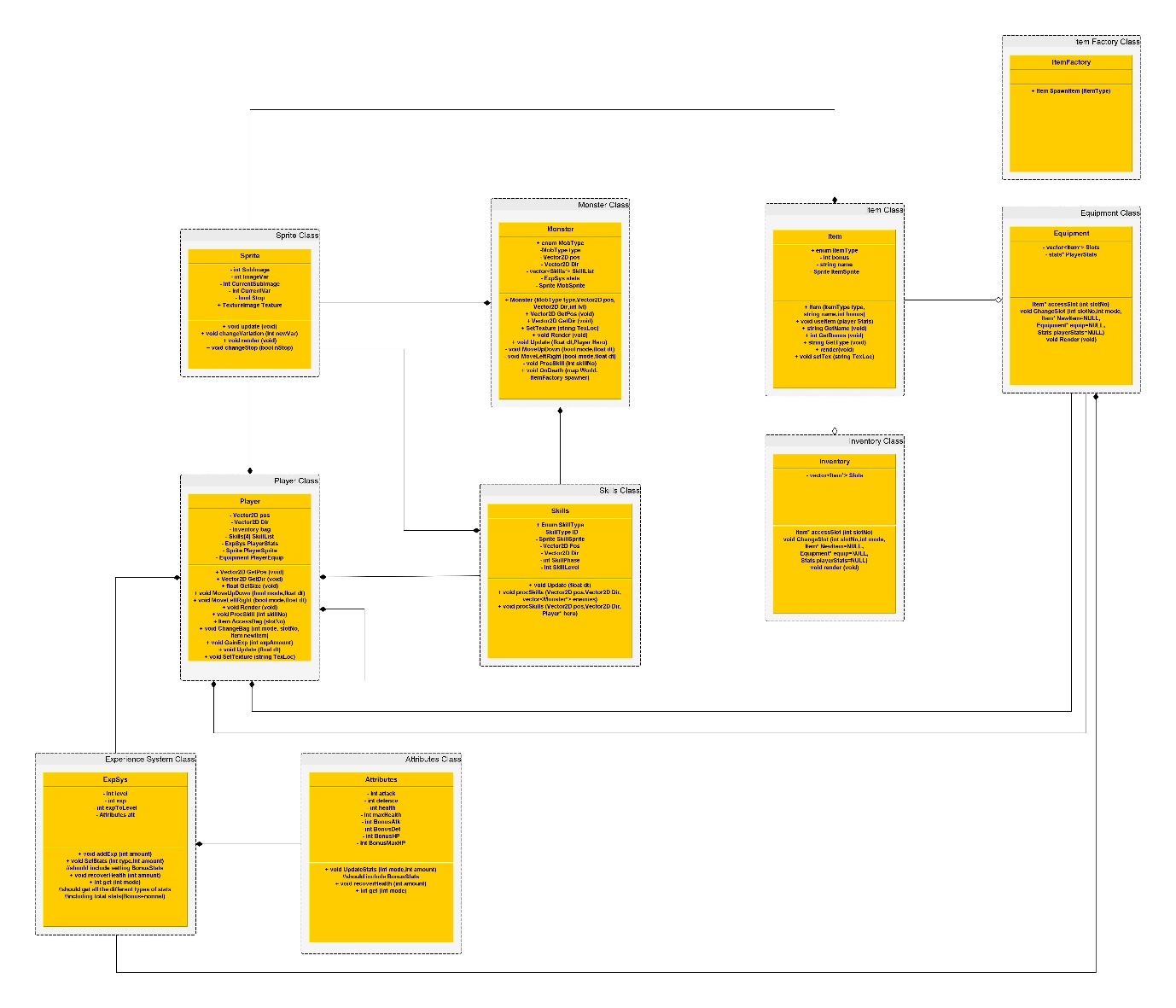
7) Game Physics (primarily collision detection) (Ken)

1. Software Architecture:
2. Class Diagram

See appendix A

1. Class Specification
2. Technical Challenges and Solutions
3. Conclusion

Appendix A

-Class diagram (larger version will be included in the zip)