Technical Design Document

Team Name: Rubbish Wakanda Ibis (RWI)

GAME: Mal’s Life

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| --- | --- |
| Names | Roles |
| Daniel | Artist – Animations, Materials |
| Nathaniel | Artist – Rigging, Models |
| Ryan | Artist – Environment, Character Models |
| Mal | Designer – Level Design, Game Design |
| Blake | Designer - Level Design, Game Design |
| Sarthak | Programmer - Game Functionality |

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# Development Environment

**Game engine –** Unity

**IDE –** Visual Studio 2017

**Source Control –** Multiple commits on the GitHub.

**Third Party Libraries –** Photoshop, MS Paint, Github (for source control)

# Game Overview

## Genre, Perspective, Controls, and Platform

**Genre**

**Perspective**

**Controls**

**Platform**

## Technical Goals and Features

|  |  |
| --- | --- |
| Technical Goals | Features |
|  |  |

## Technology Benchmark

Minimum-

Maximum-

## Game objects and logic

|  |  |  |
| --- | --- | --- |
| Game Object | Behaviour | Purpose |
|  |  |  |

## Game Flow

## Custom Game Systems

# Mechanics

## Core Mechanics

# Graphics

# Artificial Intelligence <If applicable>

# Physics

# Game Flow

# Levels <If Applicable>

# Interface

# Asset List

# Technical Risk Management