**D.U.C.K.S Design Report**

**Sword & Board (working title)**

**This could be a really nice title page with our model for the main char on but I am not artistic and have no screenshots**

**\page**

**Who we are & roles**

**Specification:**

**Design Specification:**

**Overview of the game**

this'll be a huge bit probably- we need to describe exactly how the game will be presented in the long-term. I'm talking:

***Gameplay Design & meeting strategy (this is important!)***

**WHY did we choose to do this kind of game? What inspired us?**

***Mechanics and Movement Options***

***Weapons (tie into the above bit? We have loads of diagrams already)***

***Controls***

***Enemy Design***

***Stage design (emphasis on speed and skill here!)***

***Ranking system for levels and progression***

**Rough level design and ideas- maybe a few diagrams of example levels?**

**Visuals and particle experimentation- all pauls prep stuff can be shown off!**

**Model plans and what we've found**

**Concept art**

**Design considerations and potential changes that we've identified**

**I'm not an expert at the design so anything that you guys think should be considered should go in here- Lighting? Color Pallet?**

**Technical Specification:**

**Why UE4?**

Why not unity? Modelling, animation, blueprints, familiarity, C++ and so on

**Targetted Platform?**

Pc, controller support, could be open to porting to a console (IN THEORY) given how easy building is in unreal

**Class diagram and structure of code**

I know we hate it but we gotta do it guys, we need a rough idea of how this'll look, as do the markers.

**Pseudocode**

see above

**AI Design for individual enemies & state machine (?)**

Dan, you can do this bit pls :D

**Performance and Performance Testing plans**

Steps we can take to make sure it won't just run on lab computers- limit particles, ensure we have a plan for testing and framerate logging- we can even mention using our own machines to test on less powerful PCs to the uni ones

**Testing and evaluation stragety for the finished game**

What key points do we want to meet? We want to run at X fps, we want to be able to load levels of X mb size. We should have a list of tests and expected outcomes of weird scenarios (trying to use the hookshot while on the zipline, for example) should be listed here so we know to test them

**Technical considerations and potential changes we've identified**

**Meeting log (I'm keeping this, don't worry!)**

**Now we know what we're implementing, how and why, time to talk about when.**

**Upcoming roles and task delegation**

**Gantt chart**

**Leeway, potential for changes and illness in upcoming weeks. Who can do and cover what? even if it's 99.99% not going to happen they want to know if X can cover Y doing Z if they fall ill.**

**Conclusions:**

**Comparisons to other projects- is the scope here feasable? What might we NOT be able to do here?**

**Assuming we get everything in this specification done with a month left. What's next?**

**Next steps from now! What's the plan? talk about connor maybe making a basic testing level, paul doing assets and animation, dan getting started on making cubes that will be enemies doing various shit, charlie something something land mines etc.**

**Sign off report, and references if we have them, then we can put this shit to rest and get on with making the bloody game already**