

Computer Games Development CW208

Technical Design Document

Year IV

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[Declaration form to be attached]

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# Technical Design

The purpose of this document is to communicate effectively the technical details and design decisions of the system/algorithm to the readers.

It could include software architecture, algorithm design, class specifications, pseudo code, etc. with tools such as UML, Class Diagram, CRC Cards.

Discord – The reasoning behind selecting this platform is because it already has the text chat system in place and it is able to provide live gameplay from the other player. This will be necessary for testing if the controller actually provides input into the game we are trying to play.

Discord bot will control all of the input handled by the player. If the messages are sent by chat the discord bot will read that message and if it corresponds to one of the commands it will trigger input into the game. Using a controller will also be a possibility. To use the controller I’m using the Pygame library, which handles all of the input from the controller.

Pygame is a library that helps you create games in Python. This library also contains some member functions for detecting joysticks. I will be using this to detect button presses on the actual controller and use them to trigger functions that will handle input into the game from the streamers computer.

# References

**Book**

Author(s) - family name, initials. (Year). *Title of book.* Edition. Place of publication: Publisher.

[1] Gregory, J. (2014). *Game Engine Architecture.* CRC Press.

**Report**

Author(s) - family name, initials. (Year). *Title of report.* Edition. Place of publication: Publisher. (Series and vol./no.).

[2] Burrows, D., *et al.* (2012). *Global Trends: Alternative Worlds.* Washington: National Intelligence. (Office of the Director of National Intelligence).

**Web-site**

Pygame documentation [Pygame](https://www.pygame.org/docs/ref/joystick.html)

Author(s) - family name, initials. (Year, month day). *Title of document.* [Online]. (URL). Place of publication: Publisher. (Date accessed).

[4] de Valk, J. (2014, May 12). AI for Games. [Online]. (URL https://www.somesite.com/articles/1234/). (Accessed 12 February 2014).