

Computer Games Development SE607

Technical Design Document

Year IV

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[Declaration form to be attached]

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**Technical Design**

Architecture

Overview Diagram

**Menu and Navigation**

Initial Menu

The Menu of SlayerMaker is simple yet sleek making it intuitive. The Menu is 4 buttons consisting of “Create”, “Play”, “Options” and “Exit”. When the player hovers a mouse over one of the buttons both the text and the button itself increase in size. When the user moves the mouse away again the button goes back to normal. This is standard on almost all of the buttons in SlayerMaker. When the player clicks the button it brings them to that screen by changing the game state, an enum class. Depending on the different gamestate, the update and render methods update and render different objects. Everything clickable has some feedback to let the user know they are A) hovering over it and B) they have clicked it.

Path from high level design to low level changes

The creation of a game starts at a high-level view in which the menu consists of big decisions about how the game is going to play and look. As you continue through the creation process using the large, animated arrows to the top left and right of the screen the changes you are making to your game are smaller and smaller. As an example, you start with game type aka, what form your game will take, then you move to walls, your map creation fast forward, you end by placing down small amounts of powerups and items that the player of your game can find. This allows the flow of game creation to be easy to understand, as not all options are on screen at once, as well as intuitive

**Game Creation**

Game Options

Game options is the first screen you see when you decide to create a game. Here you make most if not all of the main high-level decisions. These include the template game type, the size of the grid in which the game will be built, the name of the game and the background.

Game size

The game size is the size of the grid in which the placement of objects is done. Technically this dictates the overall maximum game objects you can place but also the amount of space your game will take up in the game world. The spread from minimum to maximum game size is 30 by 30 cells to 70 by 70 cells (900 – 4900 cells). Each cell is 30 by 30 pixels in size.

Name

The name of the game is entered via keyboard input by the user. The name of the game is final, and is also what the game is known as in the code after it as has been added. Additionally, when being saved to a .csv and then uploaded to the gamedata Database, the csv and table will be named after the games name. Lastly when choosing a game to play on the play screen, the games will show their name.

Background

The overall background of the game changes the ambiance of the level completely. This appears behind all of the game objects. This appears in the GUI when you choose your background and when testing or playing the game the background fills up all of the playable space and more.

Game type

To make the development of a game easy 3 game templates which you can deviate from are supplied. They change the objective of the game as well as the enemy behavior slightly.

1. Swarm Mode: In swarm mode the enemies will seek you in an attempt to kill you. The enemy spawners are now unlimited and it is inevitable you will die. In this mode the goal is to survive as long as you can. The HUD includes a clock for you to see this.
2. Protect and Serve: In this mode the enemies instead seek towards a monument which has a health bar of its own. The player will need to protect this be killing all of the zombies which get close to it or attack it. If the monument is destroyed you lose the game. However, in this mode the enemy spawners have a maximum enemy number they can spawn, if there is none left to spawn you win.
3. Collect and Run: In this mode the goal is to collect all coins and escape through one of the doors. The doors do not let you through until you have collected all coins. This game mode also has a limited number of enemies so you can either try rush before too many spawn and collect the coins quickly, finish all enemies first and saunter around or something in between

Toolbar

The toolbar is a UI element at the top of the screen during the game creation process. The toolbar, unlike in other applications is small consisting of just 3 tools for placing walls, spawners and game objects. One is to remove what’s been placed already, one is add a game object to the clicked cell and the last one is to add a lot of game objects at once.

Rubber

The rubber tool unlike the others doesn’t require you to also choose an item from the tool bar. The rubber tool allows you to remove game objects and walls from the creation grid that you have previously placed. This does a lot of things, firstly it removes the object from the vector of that object and deletes it. Additionally, it changes that cell back to transparent and sets it to empty to ensure a new game object can be placed in that cell in the future. Lastly it changes the amount of that specific object that has been placed to represent this.

Brush

The brush tool does require you to use the choice bar simultaneously. When you use the brush, you also choose one of the 3 options from the current choice bar. The chosen game objects are then instantiated in the cells in which you click. Additionally, any cells which you hover over while holding left click will also fill with game objects. The instantiation of the game objects in the cells occurs when left click is released.

Fill

The fill tool again requires simultaneous use of the choice bar. The fill tool creates a “Selection square” similar to clicking and highlighting an area on your desktop. With the fill tool when you click and hold the left button, a start point is added to the selection square, then when you move away from this the selection square grows to match the distance between both of the points (start and current mouse). When the mouse button is released, the cells which intersected with the selection square, which are not already filled with a game object are filled with the current choice. The selection square is deleted.

Choicebar

Placement

Testing