## Technical Design Document

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\*IMAGE\*

1. – Version History

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| --- | --- |
| **Version** | **Description** |
|  |  |

1. – Development Environment

2.1 - Visual studio 2019

2.2 - Visual studio built in

2.3 - Uploading to github at the end of each day,

2.4 - <https://kenney.nl/assets> using a creative commons license

2.5 – Tiled

3.0 – I am aiming to create a chicken coop based ai script. The script will consist of chickens who roam their coop, a farmer who feeds the chickens every morning and scares a fox away when it attacks, and a fox who hunts for the chickens in the evening.

4.0 - Entities

Chickens –

* Wander – around the chicken coop
* Flee – away from the fox
* Path find – To the trough

Farmer –

* Path find – to and from the trough to fill it
* Chase – The fox from the chickens

Fox –

* Chase – The chickens for food
* Path find – back to its “Bed?” after a chicken is eaten or if the chickens got away.

**5.0** – Items

Food

\*IMAGE\*

House

\*IMAGE\*

Chicken Coop

**IMAGE\***

**6.0** – Levels

\*IMAGE\*

**7.0** – Asset List

|  |  |
| --- | --- |
| **Asset** | **Description** |
|  |  |