

Computer Games Development CW208

Technical Design Document

Year IV

[Stephen Ennis]

[C00181305]

[24/04/2017]

[Oisin Cawley]

# 

[**CRC Cards:**](#_4c18p3l2fcd9) **3**

[**Class Diagram**](#_786rf1cjk2is) **3**

[**Approaches:**](#_a28qpuvwooox) **3**

[Template](#_98dnxwo4ln8j) 3

[Template:](#_nd1jrv5tylgn) 3

[**Features:**](#_anw6i93kqm92) **3**

[Template](#_o5lpsyjvtm8e) 3

[Template:](#_ggnl4ip5to7f) 3

# 

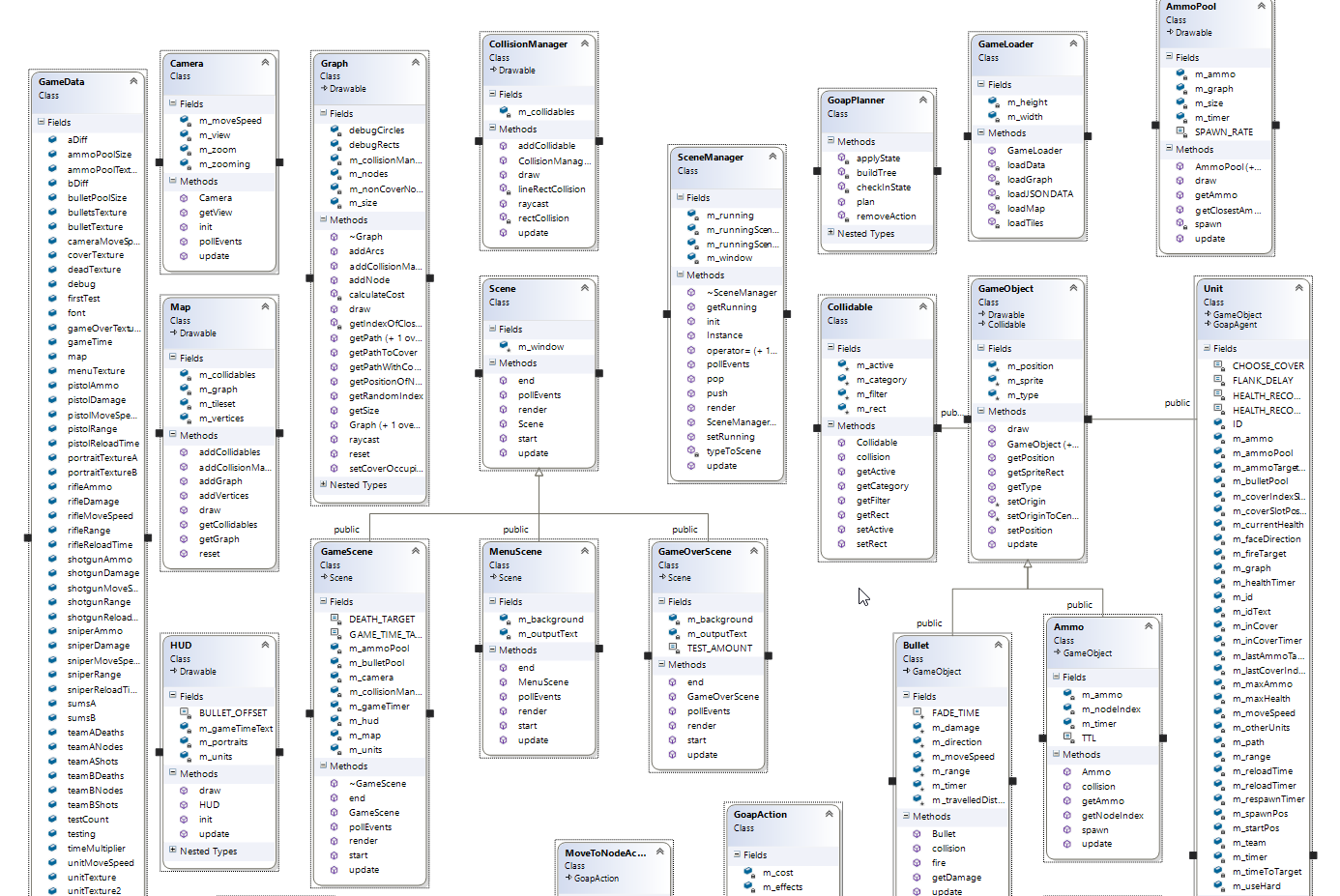
# 

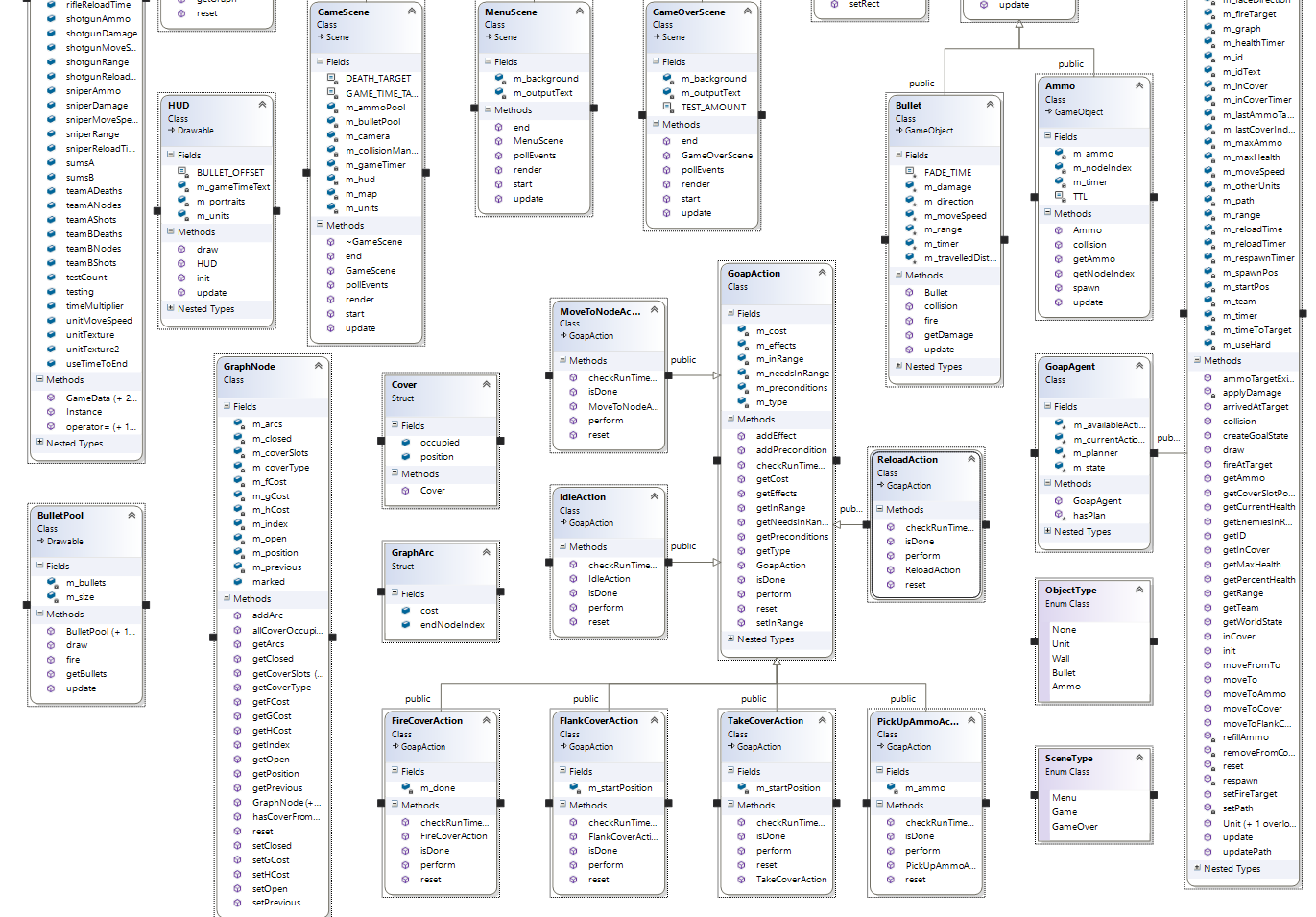
# CRC Cards:

|  |  |
| --- | --- |
|  | |
|  |  |

# 

# Class Diagram





# Approaches:

## Template

### Template:

1. template.
   1. template.

# Features:

## Template

### Template:

template

* template::template()