Technical Document

Contents

[Project Overview 4](#_Toc497301231)

[Game concept 4](#_Toc497301232)

[Technical goals 4](#_Toc497301233)

[Technical risks 4](#_Toc497301234)

[Platforms 4](#_Toc497301235)

[Gameplay 5](#_Toc497301236)

[Game structures/game objects 5](#_Toc497301237)

[Physics 5](#_Toc497301238)

[Player Actions 5](#_Toc497301239)

[Goals 5](#_Toc497301240)

[Skill trees 5](#_Toc497301241)

[Game World 6](#_Toc497301242)

[Design 6](#_Toc497301243)

[Game Objects 6](#_Toc497301244)

[Human 6](#_Toc497301245)

[Creatures 6](#_Toc497301246)

[Ships 6](#_Toc497301247)

[Water 6](#_Toc497301248)

[Ship Collisions 6](#_Toc497301249)

[Weapons 7](#_Toc497301250)

[Weapon 1 7](#_Toc497301251)

[Weapon 2 7](#_Toc497301252)

[Weapon 3 7](#_Toc497301253)

[Weapon 4 7](#_Toc497301254)

[Weapon 5 7](#_Toc497301255)

[Artificial Intelligence 8](#_Toc497301256)

[Multiplayer 9](#_Toc497301257)

[User interface 10](#_Toc497301258)

[Game Menus 10](#_Toc497301259)

[Main Menu 10](#_Toc497301260)

[Options menu 10](#_Toc497301261)

[Multiplayer menu 10](#_Toc497301262)

[In-game controls 10](#_Toc497301263)

[Controller maps 10](#_Toc497301264)

[Movement 10](#_Toc497301265)

[Looking Around 10](#_Toc497301266)

[In-Game menu 10](#_Toc497301267)

[Death screen 10](#_Toc497301268)

[Win Screen 10](#_Toc497301269)

[Graphics 11](#_Toc497301270)

[Audio 12](#_Toc497301271)

[Features 12](#_Toc497301272)

[3D sound 12](#_Toc497301273)

[Volume control 12](#_Toc497301274)

[Formats 12](#_Toc497301275)

[Speaker settings 12](#_Toc497301276)

[Headphones 12](#_Toc497301277)

[Installer 13](#_Toc497301278)

[Appendices 14](#_Toc497301279)

# Project Overview

## Game concept

## Technical goals

## Technical risks

## Platforms

# Gameplay

## Game structures/game objects

## Physics

## Player Actions

## Goals

## Skill trees

# Game World

## Design

## Game Objects

### Human

### Creatures

### Ships

## Water

## Ship Collisions

# Weapons

## Weapon 1

## Weapon 2

## Weapon 3

## Weapon 4

## Weapon 5

# Artificial Intelligence

# Multiplayer

# User interface

## Game Menus

### Main Menu

### Options menu

### Multiplayer menu

## In-game controls

### Controller maps

### Movement

### Looking Around

### In-Game menu

### Death screen

### Win Screen

# Graphics

# Audio

## Features

### 3D sound

### Volume control

## Formats

### Speaker settings

### Headphones

# Installer

# Appendices