## Technical Design Document(TDD) - Template

###### **version 0.0**

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#### **1. Introduction**

[Description of the project]

#### **2. Architecture**

[Describes all the software components, program flow and data relationship]

##### 2.1 Object Oriented Design(OOD)

# [ place OOD here]

##### 2.2 Data Flow Diagram (DFD)

# [ place DFD here]

##### 2.3 State Action Tables

# [ place State-Action Tables here]

#### **3. Coding Standards**

[Describes conventions, guidelines and style of the game that the programming team will follow]

#### **4. Tools**

[List of applications for creating game assets]

#### **5. Game Engine**

[Describe the Game Engine used and reasons behind it]

#### **6. Risks and Contingencies**

[Describe every possible issue add a trigger event and a proposed solution. add a disaster recovery plan]

#### **7. Security**

[Describes the security risks and the measures taken to deal with the risk]

#### **8. Revision Control**

[Describes the details of the revision control]

#### **9. Artificial Intelligence (AI)**

[Describe the AI used in the project]

#### **10. Physics**

[Describe the Physics system and the way interacts with the game itself]

#### **11. Input/Output (I/O)**

[Describes the input and output in the game]

#### **12. Hardware Consideration**

[Describes the hardware needed for running the game]

#### **13. Multiplayer and Internet**

[Describes the multiplayer experience including the communications protocol and the online presence if any]

#### **14. Graphics**

[Describes all the graphics objects in the game and the 3D pipeline and the user interface]

#### **15. Sound**

[Describes how all the sounds will be encoded, implemented, retrieved and played in the game]

#### **16. Localization**

[Describes the target territories and describes any issues]

#### **17. Quality Assurance(QA)**

[Describe the general approach and individual elements that require QA]

#### **18. Technical Design Review (TDR)**

[Describes the review process and the approval of the document]

#### **19. Prototype**

[Details about the steps in creating the prototype and the priorities that need to be explored]