

**“Relax”**

**Technical Design Document**

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# 1 Executive Summary

## Game Overview

*Relax* is a third-person, exploration game where the player is a gray matter being searching to fill existence with color and meaning.

## Technical Summary

*Relax* was developed in a week with a budget of $0 by one person for a grade.

The game will be deployed for PC, other outlets are to be considered.

PC STANDALONE

Everything made since 2004 should work

# 2 Evaluation

## Game Engine

The game engine utilized for the development of *Relax* is Unity because that is what is required by the course of CS 596. Unity’s integrated services such as Unity’s Standard Assets helps speed up the development process, optimize the game, and connect with an audience.

## Target Platform

*Relax* will be deployed to PC and other outlets if considered. The PC platform is perfect for testing and distributing amongst the audience in order to garner feedback.

# 3 Scripts and Complexities

To determine the complexity for each script, the measurement called the Cyclomatic Complexity is calculated for each individual script. The cyclomatic complexity is the number of linearly independent paths within a script. For example, a code with no conditionals or decision points such as IF statements would have a complexity of 1. A code with one IF statement would have a complexity of 2.

|  |  |  |
| --- | --- | --- |
| **Script** | **Conditionals** | **Cyclomatic Complexity** |
| Grid.cs | for statements: 4 | 5 |
| MenuManager.cs | None | 1 |
| MeteorManager.cs | for statements: 2 | 3 |
| PauseManager.cs | if statements: 1 with 2 conditions | 3 |
| TerrainGenerator.cs | for statements: 2 | 3 |