Ver 1.1	Modified							
Ref #	System Name	Feature	Feature Specifics	Priority	Difficulty	Risk	Timeline	Comments
F001	Player						11/8	
F001a		Camera		High	Low	Low	i i	
			View Frustum	High	Low	Low		To Be determined
			Viewing Distance (Scale)	High	Low	Low		Based on Frustrum
F001b		Controls		Med	Low	Low		Timing based on Environmental layout
			Walk	Med	Low	Low		
			Run	Med	Low	Low		
			Jump	Low	Low	Low		
			Interact	High	Med	Med		
			Crouch	Med	Low	Low		
F002	Puzzle						11/22	
F002a		Button Minigame		Med	Med	Low		
			Buttons	Med	Med	Low		
			Correct Sequence	Med	Med	Low		
F002b		Pass Code		Med	Med	Low		
			Some numbers	Med	Med	Low		
			Found in "keys"	Med	Med	Low		
F002c		Maze		Med	Med	Low		
			Correct Path	Med	Med	Low		
F002d		Hidden		Med	Med	Low		
			Hidden from enemy in one	NA - d		Laur		
F003	Enemy Al		room	Med	Med	Low	11/8	
F003a	Ellelliy Al	Senses		Med	Med	Med	11/6	
FUUSa		Selises	Hearing	Med	High	High		
			Sight	High	Med	High		
F003b		Movement	Signt	Med	High	High		Environmental Dependencies
FOOSB		Wiovernent	Roam	Med	Low	High		Environmental Dependencies
			Chase	High	Low	High		
F003c		Melee Attack	Citase	riigii	LOW	riigii		
10030		Wielee Attack	Kill Player	High	Med	Med		
			Kiii i layei	riigii	IVIEU	IVIEU		
F004	Enemy						11/15	
F004a	,	Start Location					11/15	Environmental Dependencies
100.0		Start Education	Based on Level	Med	Low	Med		Environmental Dependencies
			bused on Level	Wica	LOW	IVICU		
F006	Collectibles						11/15	
F006a		"Keys"			1		11/15	
		,,,	Based on level completion	High	Med	Med		
		"Trophies"	, and the second	J				
		·	Based on level completion	Low	Med	Low		
F007	UI						11/22	Needs to wait until we see some elements of
F007a		In Game		Low	Low	Low	,	
F007c		Controls						
			Action Activation	Low	Low	Low		
F007d		Game Functions						
			Quit Game	Low	Low	Low		
			Save Game	Low	Low	Low		Save game automatically after clear one level
			Load Game	Low	Low	Low		Load certain level
F008	Gameplay						11/22	
		Floor Movement					·	
•	•	•			•	•	•	•

		Move from Floor 1 to 2 Move from Floor 2 to 3 Move from Floor 3 to 4 Restart Game able Map Rooms Lighting	Med Med Med High	Med Med Low	Med Med Med Low	11/15	
The Technical Design	Explor	Move from Floor 3 to 4 Restart Game rable Map Rooms	Med High	Med	Med	11/15	
The Technical Design	Explor	Restart Game Table Map Rooms	High			11/15	
The Technical Design	Explor	able Map Rooms		Low	Low	11/15	
The Technical Design	Explor	Rooms	111.1			11/15	Į.
		Rooms	10.5				1
			100.0				
		Lighting	High	Low	Low		
		133	High	Med	Low		
		Tables	Low	Low	Low		
	Differe	ent Floors					
		Puzzles	Med	High	Low		
	Interac	ctibles					
		Doors	Low	Low	Med		
		Buttons	Low	Low	Med		
		Items	High	Low	Med		
To grade, each elem	n Document should be a breakdown	of the Feature list into programmal	ble elements. Ea	ach Feature sho	uld have a set of	sub-features that must be created to complet	te the system. The connection
To grade, each elem							
	ent should be reviewed to make sure	e it:		•			
	- refers to a feature						
	- has a clear description	- has a clear description - fits in the feature					
	- fits in the feature						
	- has the complete set risk)	- has the complete set of descriptors (priorty, difficulty,					
		- has a timeframe					
	- has a timeframe						
	- has a timeframe						
Each Feature from the			into sub-feature	s			
	- has a timeframe	onding tech design doc breakdown					
		onding tech design doc breakdown					