Technical Design Document

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| Hypogeum  the faction battle | Team Lama   |  |  |  | | --- | --- | --- | |  |  |  | | **927539** | Carrarini | Andrea | | **894173** | Cerrato | Loris | | **939930** | De Cosmo | Andrea | | **931468** | Maione | Michele | |

# Change log

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| User | Date | Description |
| Maione | 22/03/2019 | TDD |
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# Project Goal

Describe here what you want to provide to your customers/players from a technology standpoint.

E.g., 7/24 game availability for mobile platforms running Symbian 1.0 and connecting via intra-satellite photonic link for a gesture-based MUD.

# Innovation

Required innovation to current technology (if any)

# Provided Services (Beside the Game)

E.g., Customer support, forum, grocery delivery, car washing, paycheck advance …

# Client side

## Hardware Requirements

It is fine to make references to the GDD

## Software Requirements

It is fine to make references to the GDD

# Workload Estimation

Target workload for your infrastructure in term of total users, peak users, and resources dedicated to each user.

Starting from an initial system capacity and extend later is fine but then you must provide an extension plan.

MOTIVATE THIS referencing the GDD.

# Frontend

## Platforms

Motivate your selection

## Hardware

Not just “what” but also “how many”

## Software

## Scalability and Extensibility

How are you planning to quickly extend you infrastructure when and if needed

# Backend

Remember to put databases here!

## Platforms

Motivate your selection

## Hardware

Not just “what” but also “how many”

## Software

## Workload Capacity

Give some rationale why this infrastructure should stand the intended workload

# Development

## Platforms

## Hardware

Not just “what” but also “how many”

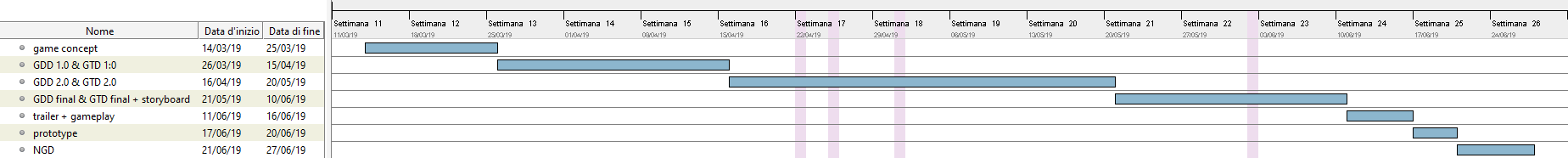
## Software

Not just “what” but also “how many”

## Major Software Development Tasks

We need a list here

## Development GANTT



# External Services

Whatever service you will buy/rent from third parties

If you opt in for cloud, this is NOT the right place, put it in § 6 or § 7.

# Communication

## Global Infrastructure Outline

How servers are connected (hint: use a picture)

What is installed on each server

## Network Requirements

Bandwidth, latency, type of connection, QoS in general

Inside and outside your infrastructure

## Network Hardware

Not just “what” but also “how many” … if any

# Delivery

## Estimated Delivery Time

To be compliant with your GANTT

## Delivery Platform

This is about the channels you are going to use to deliver the game to your players

## Delivery Methodology

This is about how you are going to use your distribution channel

# Staff

## For Infrastructure Setup

## For Infrastructure Management

## In game

## Other

# Potential Security Issues

Not mandatory, but companies like it A LOT

# Other

Whatever pops up in your mind and is interesting / cost money