**TDD**

**Programs**

This game will be built using Unreal 4.22.3 and Visual Studios 2019, so we can program in C++, along with taking advantage of the UI and design capabilities of UE4.

**Set up**

This will be built in third Person C++ option in UE4, with the camera angle changed so it will appear to be a top down look. We will be implementing a save system to transfer information from one level to another along with each level of the game will be loading a new level for the player, transitions between levels will be done by doors and loading screens.

WASD and arrow keys to move

Q, E are spell changing keys, well left and right mouse are firing.

F is the interact button for things like levers, and other buttons.

**System**

The end result of this game will be a program to be played on a PC with windows 10 running, it will use keyboard and mouse functions for controls.

**Naming Conventions**

All classes will start with a capital letter, ie class Spells

All will use Camal Case ie MagiBoltSpell

**Folder System**

In the ThirdPerson folder there will be folders for mesh, material, and textures for objects in the game, there will be a sound folder, and other needed assesses named as found. Each folder can have subfolders if needed, ie textures can have a sub folder for buttons and such.

In the ThirdPersonCPP folder will have the Blueprints, Maps, UI and any other system folders needed. There can be subfolders as well if needed, ie in Blueprints you can have a sub folder for Enemy UI.

In the C++ folder newly create files must be set to public, and the system will create public folders, if we find that the C++ information becomes too over crowded each parent and child class can be assigned a single folder.