

Project Name

XX.XX.20XX

**─**

Your Name

# 

# Changelog

|  |  |  |
| --- | --- | --- |
| **Version** | **Date** | **Changes** |
| 1.0.0 | XX/XX/20XX | Initial Setup |
|  |  |  |
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# 

# Introduction

In the TDD. Which namespaces (Includes) did you include in your project, What functionality did each namespace provide to your code.

## Rationale

/ What are you trying to accomplish? /

## Background

/ Describe any context that would be needed to understand this document, including any considerations. For example, what is expected (assessment for tafe)? What is the purpose of what your making (finish the assessment)? /

## Terminology

/ If the document uses any special words or terms, list them here. For example, what does Agent mean (describe it )? What does Area Modifier mean? This section is for terms you will use fill this in after you make your document. /

## Proposed Design

/ Start with a brief, high-level description of the project. The following sections will go into more detail. For example, summarize what it is you are needing to make. /

## Non-Goals

/ non-goals are stretch goals you personally have for the project; this includes anything that isn’t in the brief that you think you need to cover. / (no animation, no sound, n 3d model)

## Software and Hardware Requirements

/ A list of all software being used, their versions and costs, as well as the targeted hardware constraints. Considerations should include what platform are you releasing to? / (unity 3d/ look up the license fee of the software, minimum hardware req) the limitation https://docs.unity3d.com/Manual/system-requirements.html#desktop

# System Architecture

## Data types

/ Describe the main data types you will be using and how they work. / the variable; the int, string? Collusion, debug,

## Interface/API/Namespaces Definitions

/ Describe the various components and libraries you will be using that are inbuilt into unity. For example, GameObject, Image, SceneManagement, UnityEngine…etc. Link the Unity API Manual to show where to find information on those elements. /

Using UnityEngine. AI (top 4 code of your code)

Using Unity ai . navigation (00;40;05 6/3/24)

### Which namespaces (Includes) did you include in your project?

### What functionality did each namespace provide to your code?

## Risks

/ If there are any risks or unknowns, list them here. Also, if there is additional research to be done, mention that as well. /

Losing data, tech problem, real life problem, software hardware problem.

## Alternatives

/ If there are other potential solutions which were considered and rejected, list them here, as well as the reason why they were not chosen. /

# Pseudocode

## System Pseudocode

/ Written plan of the code and how you are going to write it in English. This is where you expand from what you were given in the brief. /

# Evaluation

## Reflection

/Provide a self-reflection on your performance. /

How do you do?