Technical Design Document

Dos

## Development Environment

### Used software:

* Unity
* Visual Studio
* Maya
* Photoshop
* Source Tree

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Libraries

## Game Overview

### Genre:

Puzzle, 3D Platformer

### Perspective:

Third Person

### Target Platform:

PC / Windows (Steam)

### Description:

Dos is a 3D third person platformer single player puzzle game where the player plays as two characters. Each character has a similar but unique character controller which the player will utilize to progress through each level.

The first character will be a large character who is able to move objects around by pushing them, with slower and less movement

The second character will be a smaller character who is able to climb and jump onto objects as well as hit buttons or levers.

The gameplay will consist of the first character moving platforms around for the second character, so they are able to reach the ending of the level.

### Feature list:

Character / Player swapping

Two separate character controllers

Button & Lever mechanics

## Game flow & structure

### Game mode

single game mode

* level state

### Game Objectives

* reach end of level
* will be tracked by event handler

### Mission / Level structure

* Player builds the level
* Player switches character
* Player tries level
* If successful, progress to next area or end
* If fail, rebuild platforms.

### Game loops

Player spawns -> player moves platforms -> player switches character -> player moves to end->

Play moves platforms -> player switches -> player moves to end ->if fail, rearrange, if successful, continue to next area

## Gameplay systems

### Controls / Input

### Mechanics

### Game systems

### Physics

## Game Content

### Levels

### Collectables

### Assets

## Naming & Programming Standards

### File naming

### Variable naming

### Commenting

## Technical goals & risks

### Goals

### Risks

## Appendices

### Engine Used

why

### Scripting Language

why