Technical Design Document

Dos

## Development Environment

### Used software:

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

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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

### Game Objectives

### Mission / Level structure

### Game loops

## Gameplay systems

## Game Content

## Naming & Programming Standards

## Technical goals & risks

## Appendices