

# Burden of Proof demo1b

## Game Design Document

September 16, 2013

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# 1 Game

## 1.1 Overview

- genre : crime investigation video game ;
- demographics : 16+ ;
- TODO.

## 1.2 Gameplay

TODO

### 1.3 City design

City built from blueprint using parts specified in figure 1.

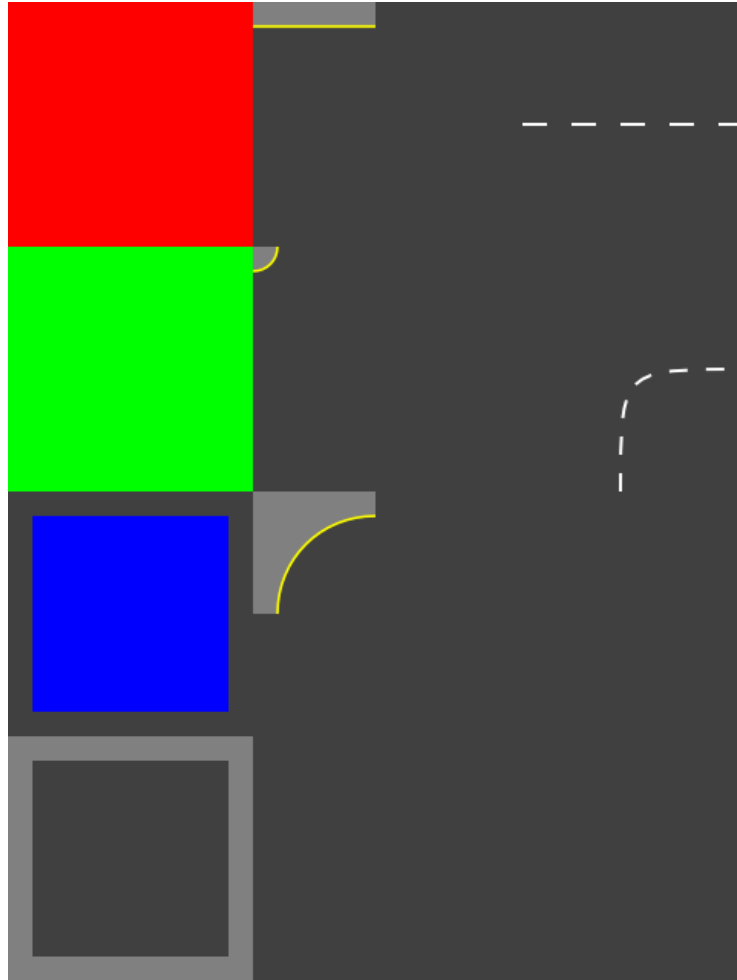


Figure 1: City parts - First column : road block, ground block, building block, building pad - Second column : half sidewalk, interior sidewalk, exterior sidewalk - Third column : straight markings, curved markings - Sidewalks have a roadside curb (yellow)

## 2 Implementation

### 2.1 Code design

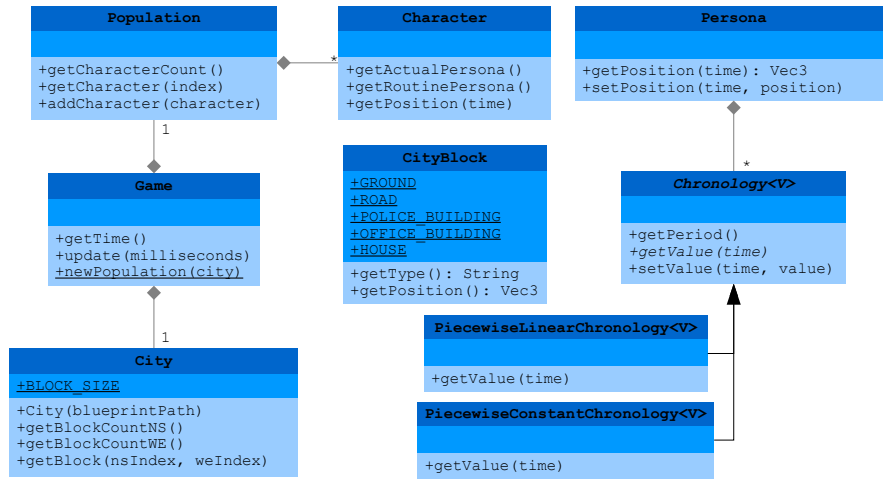


Figure 2: Classes

TODO: more UML diagrams

## 2.2 Coding conventions

- C++: cpplint
- Python: pep8

## 2.3 Planning

1. Application
  - (DONE) Setup project files
  - (TODO) Add basic application code from demo1
2. Model - Essential classes
  - (DONE) Design (figure 2)
  - (DONE) Test and implement
  - (TODO) Integrate with application
3. Model - Crime generation
  - (TODO) Method `Game.generateCrime()`
4. Graphics - City
  - (TODO) Integrate city generation from demo1
  - (TODO) Integrate city visualization from demo1
5. Graphics - Characters
  - (TODO) Integrate character generation from `generatehuman`
  - (TODO) Add character visualization
6. Investigation
  - (TODO) Design and planning