

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.

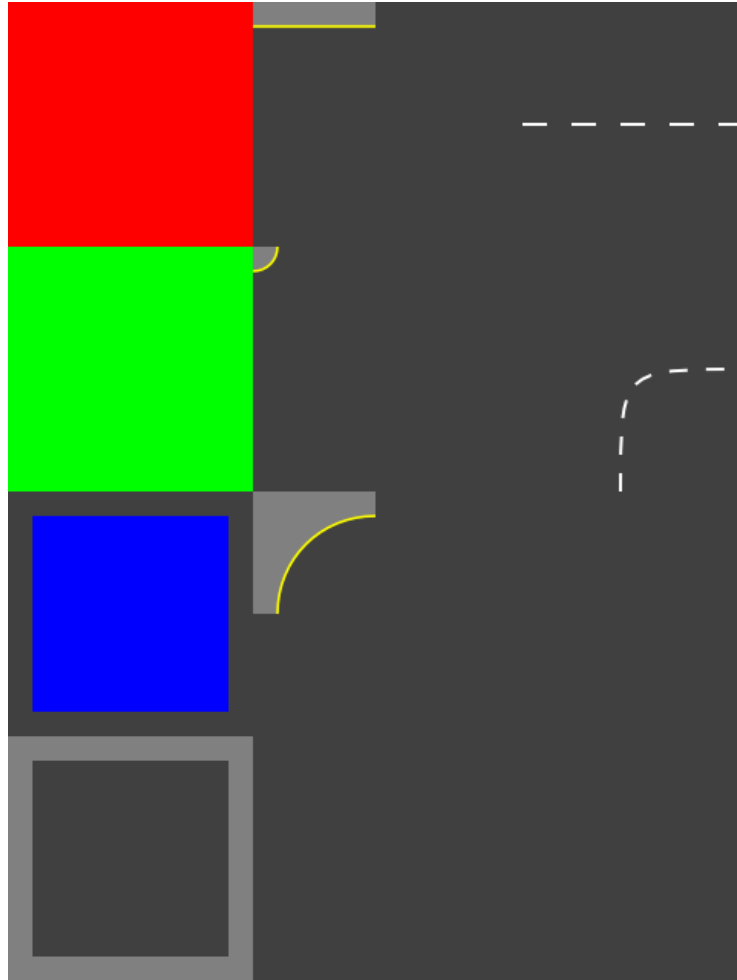


Figure 1: City parts - First column : road block, ground block, building block, building pad - Second column : half sidewalk, interior sidewalk, exterior sidewalk - Third column : straight markings, curved markings - Sidewalks have a roadside curb (yellow)

2 Implementation

2.1 Code design

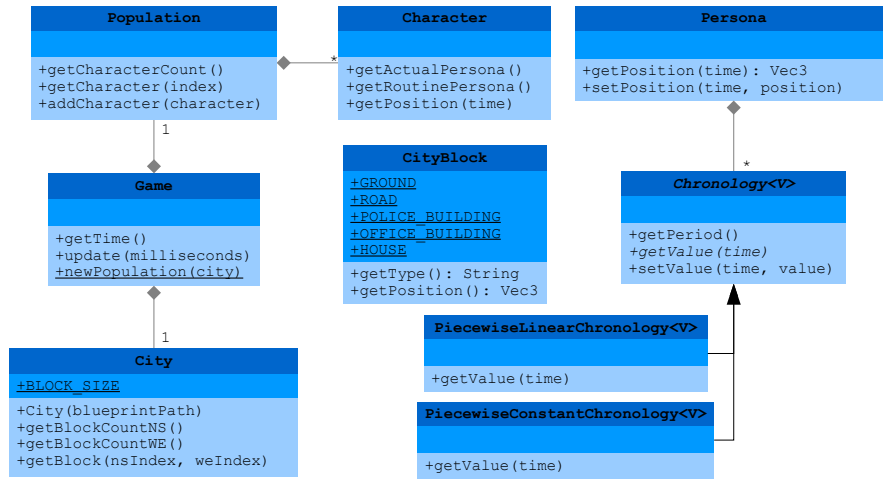


Figure 2: Classes

TODO: more UML diagrams

2.2 Coding conventions

- C++: cpplint
- Python: pep8

2.3 Planning

1. Application
 - (a) (DONE) Setup project files
 - (b) (DONE) Add basic application code from demo1
2. Model - Essential classes
 - (a) (DONE) Design (figure 2)
 - (b) (DONE) Test and implement
 - (c) (DONE) Integrate with application
3. Model - Crime generation
 - (a) (TODO) Add method `Game.generateCrime()` with Persona attribute `murderousIntent`
4. Graphics - City
 - (a) (TODO) Integrate city generation from demo1
 - (b) (TODO) Integrate city visualization from demo1
 - (c) (TODO) Add skybox (blue sky + sun)
 - (d) (TODO) Add trees
 - (e) (TODO) Add streetlights
 - (f) (TODO) Add buildings
5. Graphics - Characters
 - (a) (TODO) Integrate character generation from `generatehuman`
 - (b) (TODO) Add neutral character visualization
 - (c) (TODO) Add walking animation
 - (d) (TODO) Add levels of detail
 - (e) (TODO) Add gender visualization
 - (f) (TODO) Add age visualization
 - (g) (TODO) Add ethnicity visualization
6. Graphics - Phone
 - (a) (TODO) Add phone
 - (b) (TODO) Add time display to phone
7. Investigation
 - (a) (TODO) Design and planning