Burden of Proof demo1b
Game Design Document

September 16, 2013

Contents

1   Game

1.1   Overview

- genre : crime investigation video game ;

- demographics : 16+ ;

- TODO.

1.2 Gameplay

TODO

1.3   City design

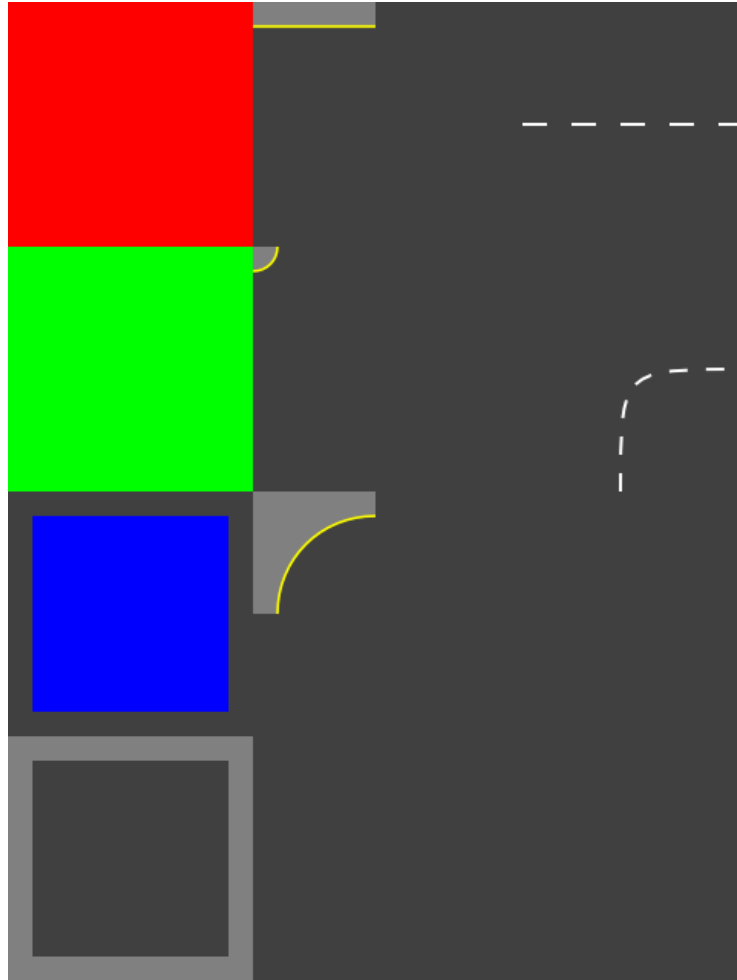City built from blueprint using parts specified in figure 1.

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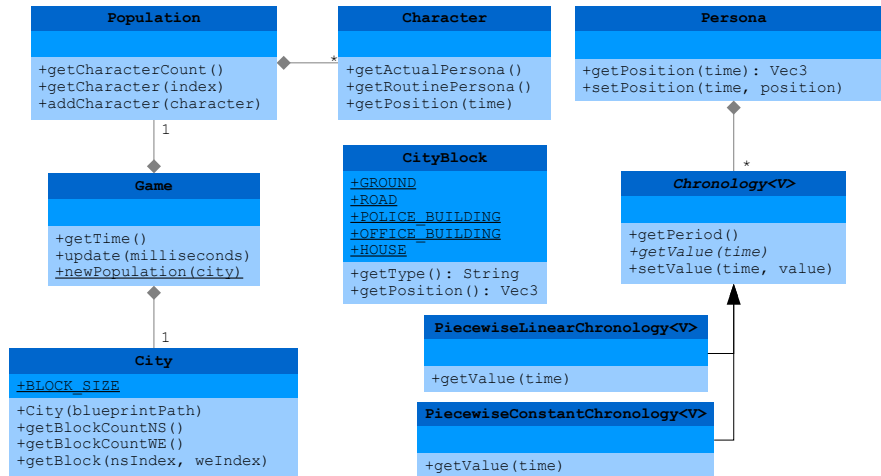
2 Implementation

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) Add method Game.generateCrime() with Persona attribute murderousIntent

4. Graphics - City

   - (TODO) Integrate city generation from demo1
   - (TODO) Integrate city visualization from demo1
   - (TODO) Add skybox (blue sky + sun)
   - (TODO) Add trees
   - (TODO) Add streetlights
   - (TODO) Add buildings

5. Graphics - Characters

   - (TODO) Integrate character generation from generatehuman
   - (TODO) Add neutral character visualization
   - (TODO) Add gender visualization
   - (TODO) Add age visualization
   - (TODO) Add ethnicity visualization

6. Investigation

   - (TODO) Design and planning