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

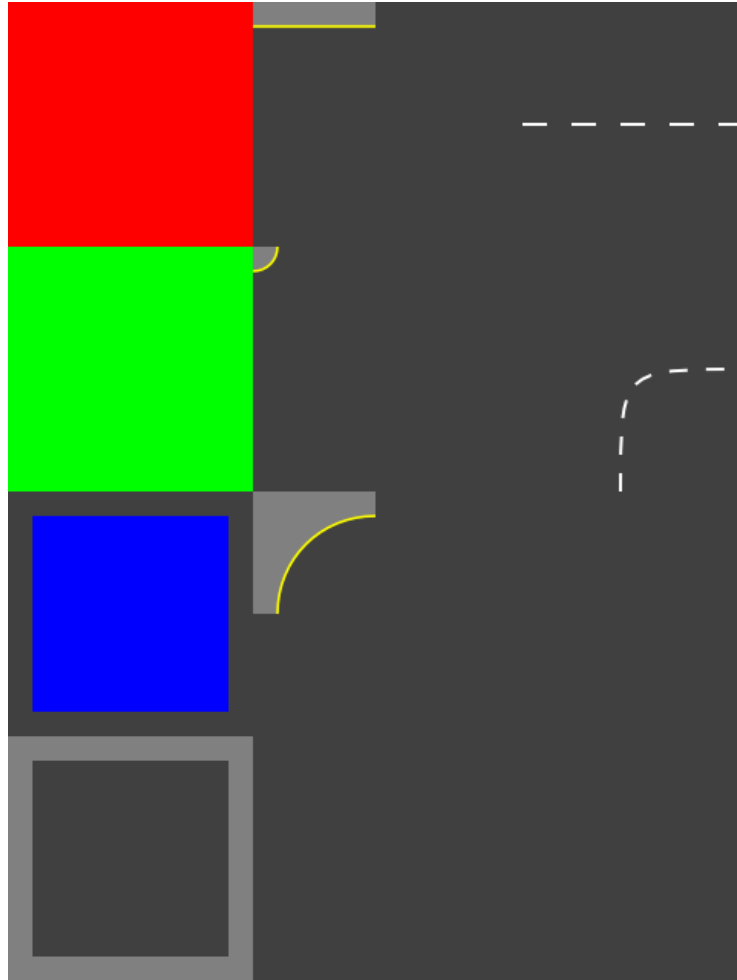City built from blueprint using parts specified in figure 1.

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)
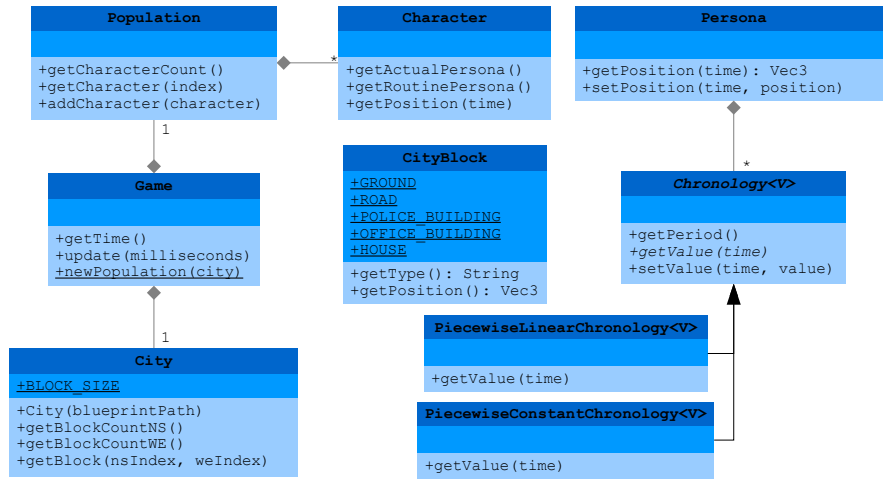
2 Implementation

2.1 Code design

Figure 2: Classes

TODO: more UML diagrams

2.2 Coding conventions

- C++: cpplint

- Python: pep8

2.3 Planning

1. Application

   (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) (codistmonk) 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