# Burden of Proof demo1b Game Design Document

### September 15, 2013

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### 1 Game

#### 1.1 Overview

- $\bullet\,$  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.

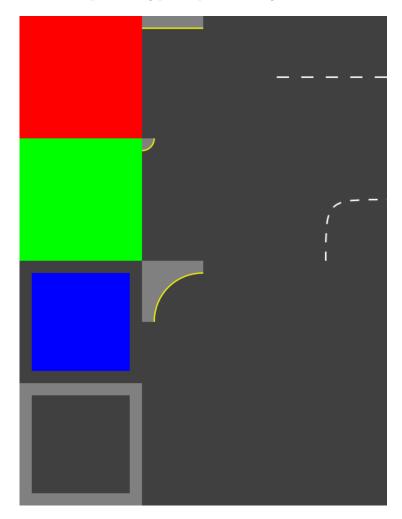


Figure 1: City parts - First column : road block, ground block, building block, building pad - Second column : half sidewalk, interior sidewalk, exterior sidewalk - Third column : sraight markings, curved markings - Sidewalks have a roadside curb (yellow)

# 2 Implementation

#### 2.1 Code design

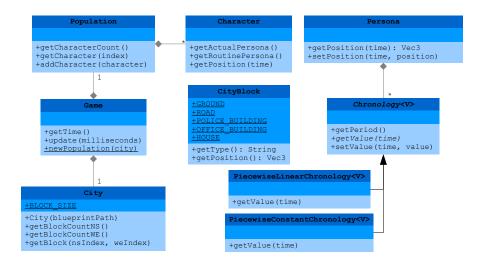


Figure 2: Classes

TODO: more UML diagrams

# 2.2 Coding conventions

TODO