Technical Design Document: an Example

Loosely adapted from: Game Design Workshop by T. Fullerton

NOTE: this outline is merely a list of suggested topics. Please include in your document only the items that apply to your game and add whatever extra is required by your game or specific situation.

IMPORTANT: take lecture I05 as a reference for all the meaningful elements.

KEEP IN MIND: you are planning an **open beta**, not the full product

# Project Goal

Describe here what you want to provide to your customers/players from a technology standpoint.

E.g., 7/24 game availability for mobile platforms running Symbian 1.0 and connecting via intra-satellite photonic link for a gesture-based MUD.

# Innovation

Required innovation to current technology (if any)

# Provided Services (Beside the Game)

E.g., Customer support, forum, grocery delivery, car washing, paycheck advance …

# Client side

## Hardware Requirements

It is fine to make references to the GDD

## Software Requirements

It is fine to make references to the GDD

# Workload Estimation

Target workload for your infrastructure in term of total users, peak users, and resources dedicated to each user.

Starting from an initial system capacity and extend later is fine but then you must provide an extension plan.

***MOTIVATE THIS*** referencing the GDD.

# General Architecture

## Frontend

Describe your frontend tier and how you are planning to implement it

### Hardware

### Software

### Services

## Backend

Describe your backend tier and how you are planning to implement it

### Hardware

### Software

### Services

## Workload Capacity

Give some rationale why this infrastructure should stand the intended workload

# External Services

Whatever service you will buy/rent from third parties

If you opt in for cloud, this is NOT the right place, put it in § 6.

# Connection

Remember your have both a workplace and you datacenter

## Global Infrastructure

How servers are connected (hint: use a picture)

## Network Requirements

Bandwidth, latency, type of connection, QoS in general

# Delivery

## Estimated Delivery Time

## Delivery Platform

This is about the channels you are going to use to deliver the game to your players

# Cost Estimation

Get everything costing money from the previous sections and organize them in a way that is easy to understand. Using tables may be a good choice.

NOTE: while collars like to look for this section and then search “total”; because for them that is all that matters. Having a reasonable cost and making that information easy to find will put you a step ahead of competitors. After that, your cost MUST be constrained and believable to make a good project.

# Other

Whatever pops up in your mind and is interesting / costs money