**RS**

RICE SHOWER

***Thieves Racer***

***TECHNICAL DESIGN DOCUMENT***

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**TEAM MEMBERS**

|  |  |
| --- | --- |
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**1. Project goal**

The project provide customers/players to play the game together while one of them host the game.

Of course the game is playable offline.

The game aim for people who are friends, it is available as 2 for now.

The connections uses a KCP Transport.

The max connection is 2 player.

Graphical user interface, text

Description automatically generated

This may not be the ultimate values.

Why KCP?

 100% C#.

 Works on all platforms except WebGL.

 Heavy test coverage (83.5%).

 Extremely fast.

 Extremely simple.

 Nearly allocation free\*.

"KCP is a fast and reliable protocol that can achieve the transmission effect of a reduction of the average latency by 30% to 40% and reduction of the maximum delay by a factor of three, at the cost of 10% to 20% more bandwidth wasted than TCP. It is implemented by using the pure algorithm, and is not responsible for the sending and receiving of the underlying protocol (such as UDP), requiring the users to define their own transmission mode for the underlying data packet, and provide it to KCP in the way of callback. Even the clock needs to be passed in from the outside, without any internal system calls."

**3. Provided Services (beside the game)**

* **Customer support:** we’ll provide the player the assistance about technical issues like account management, device configurations and platform compatibility.
* **Forum:** we’ll create a place where the players can interact and help out between them.
* **Payment system:** The game contains in-app purchases and we want to make sure the player can make transactions successfully.

**4. Client side**

**4.1 Hardware Requirements**

**4.2 Software Requirements**

**5. Workload Estimation**

**Go watch gdd**

**6. General Architecture**

**6.1 Frontend**

**6.1.1 Hardware**

**6.1.2 Software**

**6.1.2 Services**

**6.2 Backend**

**6.2.1 Hardware**

**6.2.2 Software**

**6.2.3 Services**

**6.3 Workload Capacity**

**7. Connection**

**7.1 Global Infrastructure**

**7.2 Network Requirements**

**8. Delivery**

**8.1 Estimated Delivery Time**

**8.2 Delivery Platform**

**9. Cost Estimation**