**RS**

RICE SHOWER

***Thieves Racer***

***TECHNICAL DESIGN DOCUMENT***

**SUMMARY**

1. **Project goal**
2. **Innovation**
3. **Provided Services (Beside the Game)**
4. **Client side**
   1. Hardware Requirements
   2. Software Requirements
5. **Workload Estimation**
6. **General Architecture**
   1. Frontend
      1. Hardware
      2. Software
      3. Services
   2. Backend
      1. Hardware
      2. Software
      3. Services
   3. Workload Capacity
7. **Connection**
   1. Global Infrastructure
   2. Network Requirements
8. **Delivery**
   1. Estimated Delivery Time
   2. Delivery Platform
9. **Cost Estimation**

**TEAM MEMBERS**

|  |  |
| --- | --- |
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| **A person wearing a hat and holding a cell phone  Description automatically generated with low confidence** | **Aragon McAyrton**  AI  Game Design  Gameplay programmer  [mcayrton.aragon@studenti.unimi.it](mailto:mcayrton.aragon@studenti.unimi.it) |
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**1. Project goal**

The project goal is to provide a good mobile experience

**2. Innovation**

**3. Provided Services (Beside the Game)**

**4. Client side**

**4.1 Hardware Requirements**

**4.2 Software Requirements**

**5. Workload Estimation**

**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**