

Technical Design Document

Over view - This test game developed using latest Unity 2018.1 Personal version. I used the IL2CPP scripting backend rather than mono for battery performance and small build size. I downloaded the animation from mixamo.com and particle system from asset store rest of the images downloaded from the Google image. Drop Box is used for the asset bundle URL.

Scripts

GameManager - singleton class for the game data persistency and communication.

MouseDown - it has an event which execute when mouse down the on the object on which this script is attached. If any object need mouse down call attaché it and subscribe the event.

CharacterAnim – is responsible for the playing animation of the character. Which subscribe a method to mouse down script.

TileID- tile id class has field of tile id which should be unique. Any class which needs to implement tile id can inherit it.

Tile - Tile class attached to drag able tile tiles and it inherit TileID class.

Tile Controller- Used to control the tile game.

Asse bundleLoader- used to load the asset bundle.

AssetBundleCreator- used to create the asset bundle. Unity 2018 has feature of creating and loading asset bundle in editor itself but it is in beta mode right now so I created the custom class for that.

UiManager s– Containing the ui references handling them.

MG_Pool- this class is not used in the game I just created this to show the concept of object pooling.