Technical Design Document (TDD)

Project6

Darrick, Andrew

Version 1.0.0
Created: 10/29/15
Updated: 10/30/15

Version: (1.0)
Created: (10/29/15)
Last Updated: (10/29/15)

Table of Contents

Executive Summary

Project

This game is a simple networked multiplayer game. The players can move about within a networked level, and has health. There will be a custom shader for objects, a simple GUI system, and a level generator that spawns objects within a certain area.

Technical

- PC game
- 2 Weeks development time
- How much money this game is going to cost.
    - Microsoft Visual Studio usually costs: $299.00
    - Unity3D Pro Cost: $1500.00

Hardware and Software

Programming Software

- Microsoft Visual Studio Community Edition. Microsoft Visual Studio will be used to debug and create the code for the project. $Free

Development Plan

Milestones

Date	Milestone
10/26/2015	Project Assigned
11/3/15	Map Generator
11/9/2015	Completion, Release

Date Due	Andrew	Derrick
10/29	Networked player	GUI
11/3	Map Generator	Shader
11/8		Merge everything

Project Goals

- Have players be able to connect to, and run around in, a networked level that has some element of random generation via objects randomly placed in the world
- Have a custom made shader used in-game.

Accountability
Andrew: Networked Player,
Darrick: GUI, shader

File Formats

2D

Naming Convention	Description	Format

3D

Naming Convention	Description	Format
unityguy	Player character object	.obj

Audio

Naming Convention	Description	Format

Scripts

Naming Convention	Description	Format
<ScriptFunctionality>	Generic naming; name script for what it does	.cs
<ScriptFunctionality>Editor	Generic naming; name script for what it modifies in the editor.	.cs
Shader_P06	Shader for this project	.shader

Scenes

Naming Convention	Description	Format
Startup	Main Menu Scene	.unity
Game	Game Scene	.unity

Other

Naming Convention	Description	Format
TDD_Project06	The completed Technical Design Document	.pdf