Technical Design Document (TDD)

**Project6**

Derrick, Andrew

Version: (1.0)

Created: (10/29/15)

Last Updated: (10/29/15)

**Table of Contents**

[Executive](#h.c3i81s75yfr6) [Summary](#h.c3i81s75yfr6)

[Project](#h.x3kf4vx60fqa)

[Technical](#h.9ez9iwuid99l)

[Hardware](#h.usvx8ovzigce) [and](#h.usvx8ovzigce) [Software](#h.usvx8ovzigce)

[2HYPERLINK "#h.z5szq4upjato"D](#h.z5szq4upjato) [Software](#h.z5szq4upjato)

[3HYPERLINK "#h.fnbvrqklhdu8"D](#h.fnbvrqklhdu8) [Software](#h.fnbvrqklhdu8)

[Sound](#h.r8etrhwed9xt) [Software](#h.r8etrhwed9xt)

[Programming](#h.mes8i2qy5hrw) [Software](#h.mes8i2qy5hrw)

[Development](#h.9me2erbl9agk) [Plan](#h.9me2erbl9agk)

[Itinerary](#h.8stblx8dn4es)

[Milestones](#h.it9yjc77ydmo)

[Project](#h.2o52yo4qkeh4) [Goals](#h.2o52yo4qkeh4)

[FilHYPERLINK "#h.n0e8rn5rytsp"e](#h.n0e8rn5rytsp) [Formats](#h.n0e8rn5rytsp)

[2HYPERLINK "#h.qppzb8eby1a1"D](#h.qppzb8eby1a1)

[3HYPERLINK "#h.wlal2q17wkn2"D](#h.wlal2q17wkn2)

[Audio](#h.8o42hzz3t3rg)

[Scripts](#h.zhluzu6nye5j)

[Scenes](#h.b5xr7tlzke0g)

[Other](#h.8imxkspm60nt)

[Level](#h.a80gtr4r0i55) [Layouts](#h.a80gtr4r0i55)

[Asset](#h.d63g02bjkdh3) [List](#h.d63g02bjkdh3)

[Common](#h.rzn5f71aj5e4) [Type](#h.rzn5f71aj5e4)

[2HYPERLINK "#h.ha62fk7jsti9"D](#h.ha62fk7jsti9) [Art](#h.ha62fk7jsti9)

[3HYPERLINK "#h.cchlkqq1boi4"D](#h.cchlkqq1boi4) [Models](#h.cchlkqq1boi4)

[Audio](#h.dyaig4ova1el)

[Level](#h.ae2zuon8c2p0) [1 (HYPERLINK "#h.ae2zuon8c2p0"Replace](#h.ae2zuon8c2p0) [with](#h.ae2zuon8c2p0) [nameHYPERLINK "#h.ae2zuon8c2p0")](#h.ae2zuon8c2p0)

[2HYPERLINK "#h.6ufbemk3wvv7"D](#h.6ufbemk3wvv7) [Art](#h.6ufbemk3wvv7)

[3HYPERLINK "#h.nkli4e4s5gk4"D](#h.nkli4e4s5gk4) [Models](#h.nkli4e4s5gk4)

[Audio](#h.e8jmh46cvvih)

Executive Summary

**Project**

This game is a networked multiplayer game, the players can move, and have health. There will be a custom shader for objects, a GUI system and a level generator.

**Technical**

This is where you will explain some of the technical things in your project. Include:

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

Hardware and Software

**2D Software**

* Gimp(Free)

**3D Software**

* Blender. Blender will be used to create the buildings and roads and tiles. $Free

**Sound Software**

* Audacity. Audacity will be used to create sound effects. Free.

**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 |  |
| 11/8 |  | Merge everything |

**Project Goals**

Networking the multiplayer functionality

Accountability

Andrew: Networked Player,

Derrick: GUI,

File Formats

**2D**

This is where you will specify what file formats all of your 2D files are going to be in, as well as the naming convention you will use for these files.

Example:

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| Finished\_Texture\_Filename | A finished texture | .png |

**3D**

This is where you will specify what file formats all of your 3D files are going to be in, as well as the naming convention you will use for these files.

Example:

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| Finished\_Object\_Filename | A finished 3D model | .obj |
| Object\_Filename | An unfinished 3D model | .obj |

**Audio**

This is where you will specify what file formats all of your audio files are going to be in, as well as the naming convention you will use for these files.

Example:

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| Finished\_Effect\_Filename | A finished sound effect | .wav |
| Finished\_Background\_Filename | A finished background sound | .mp3 |

**Scripts**

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| ScriptFilename | A script for an object | .cs |

**Scenes**

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| SceneFilename | A scene in Unity3D | .scene |

**Other**

|  |  |  |
| --- | --- | --- |
| Naming Convention | Description | Format |
| TDDFinished | The completed Technical Design Document | .pdf |