**Software Design Document**

**Tank Duel Game with Voxel Engine**

1.0 Introduction

1.1 Purpose

1.2 Scope

1.3 References (Craft, Doxygen)

1.4 Overview

2.0 Design Overview

2.1 Introduction

2.2 System Architecture

2.3 System Interfaces

4.4 Constraints and Assumptions

3.0 Object Description

3.1 Objects (Objects used in Craft game)

4.0 Data Design

4.1 Entity Relationships (How the objects interact)

5.0 Non-Functional Requirements (System Requirements)

5.1 Performance Requirements

5.2 Design Constraints

6.0 Supplementary Documentation

6.1 Tools Used to Create Diagram