# Character Controls and HUD Systems TDD

## V\_00.01

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# Introduction

## Rationale

This TDD is for adding elements of a HUD into the game, including status bars, a minimap and compass and a damage flash and death screen. Other elements of controlling the player such as crouching and sprinting, keybinds and taking damage/dying will also be functional.

## Background

The HUD in a game is the display on-screen as the player plays the game that includes all the necessary information at the time for example health, score, available skills and status effects. The exact elements of the HUD differ depending on the type of game, but almost every game requires some kind of displayed information that the player can see to follow what’s happening in the game.

## Terminology

HUD – Heads Up Display

TDD – Technical Design Document

GUI – Graphical User Interface

UML – Unified Modeling Language

## Non-Goals

## Proposed Design

# System Architecture

If the design consists of a collaboration between multiple large-scale components, list those components here — or better, include a diagram [UML].

## //Data types

## //Data Model

## //Interface/API Definitions

## //Impact

## //Risks

## //Alternatives

# System Testing

## //Testing

Show progress, Error reports and explain fixes you used.

**Minimap HUD**