# Customisation TDD

## V\_00.01

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# Introduction

## Rationale

This TDD is for implementing a character customisation system. This will, when a new game is loaded, allow the player to customise how their character looks, change the character’s name and class and use points to add to character stats. All the customisation done will be loaded into the game and directly effect the character in game. It will also save to a binary file so it can be loaded again when the player exits and continues.

## Background

Character customisation systems are systems in games that let the player customise their character how they want. They are most commonly in RPGs and games in which characters have more stats the player can see and change, and they can improve the experience of the game in multiple ways. By customising the look of their own character and naming them, the player is more likely to feel like they are controlling a character of their creation rather than one of the game developers’ creation and the experience will be more unique when replaying the game with a new character. Customising the stats and class of their character also lets the player feel more in control of their growth and abilities.

## Terminology

TDD – Technical design document

RPG – Role playing game

UI – User interface

GUI – Graphical user interface

## Non-Goals

* When customising character appearance, player can use Random to set all the parts to random textures out of the options and Reset to set them all back to default
* The name entered by the player during customisation is stored and can be used in dialogue with NPCs so when the player is speaking it comes up with their name.

## Proposed Design

* Character customisation scene is loaded upon a new game
  + After customisation is finished, game is loaded and all customisation can be seen on the player and the HUD
  + In-game character has a name and class that comes from the customisation, and a level and experience
  + Customisation is saved so it doesn’t reset when exiting and continuing
* Character appearance can be customised
  + 6 different parts can be selected from a list – skin, hair, eyes, mouth, clothes and armour
  + Display of character so player can see them change as they change things
  + Character name can also be changed
* Character class can be chosen out of 8
* Character has 6 stats that can be seen on customisation screen
  + A limited number of points can be used to increase the stats above their defaults
  + Increased stats can then be lowered again to get points back
  + Different classes have different default stats and changing class resets stats and gives all points back
  + Different stats affect the game in different ways e.g. constitution affecting maximum Health and wisdom affecting maximum Mana
* Character screen can be toggled in-game
  + Character screen displays character name, class, level, experience, status (health, mana, stamina), and the 6 stats.
  + Character screen is updated with new values whenever it is opened

# 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.