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Aleksey Vanshin

TDD

1.Features

- 2D
- Environment including
  - 2D Objects
  - Player
  - Obstacles
- Storytelling
- Interactive objects
  - Obstacles
  - Enemys
  - Plattforms
- Realistic physics

2.Choise of Game Engine

The game engine that has been chosen is Unity.

- Physics support with physics assets
- Great for creating nice looking 2D scenes
- Rendering

The reason that Unity engine was shosen is because this engine is the most common useful engine in which all the teammembers the most experience had.

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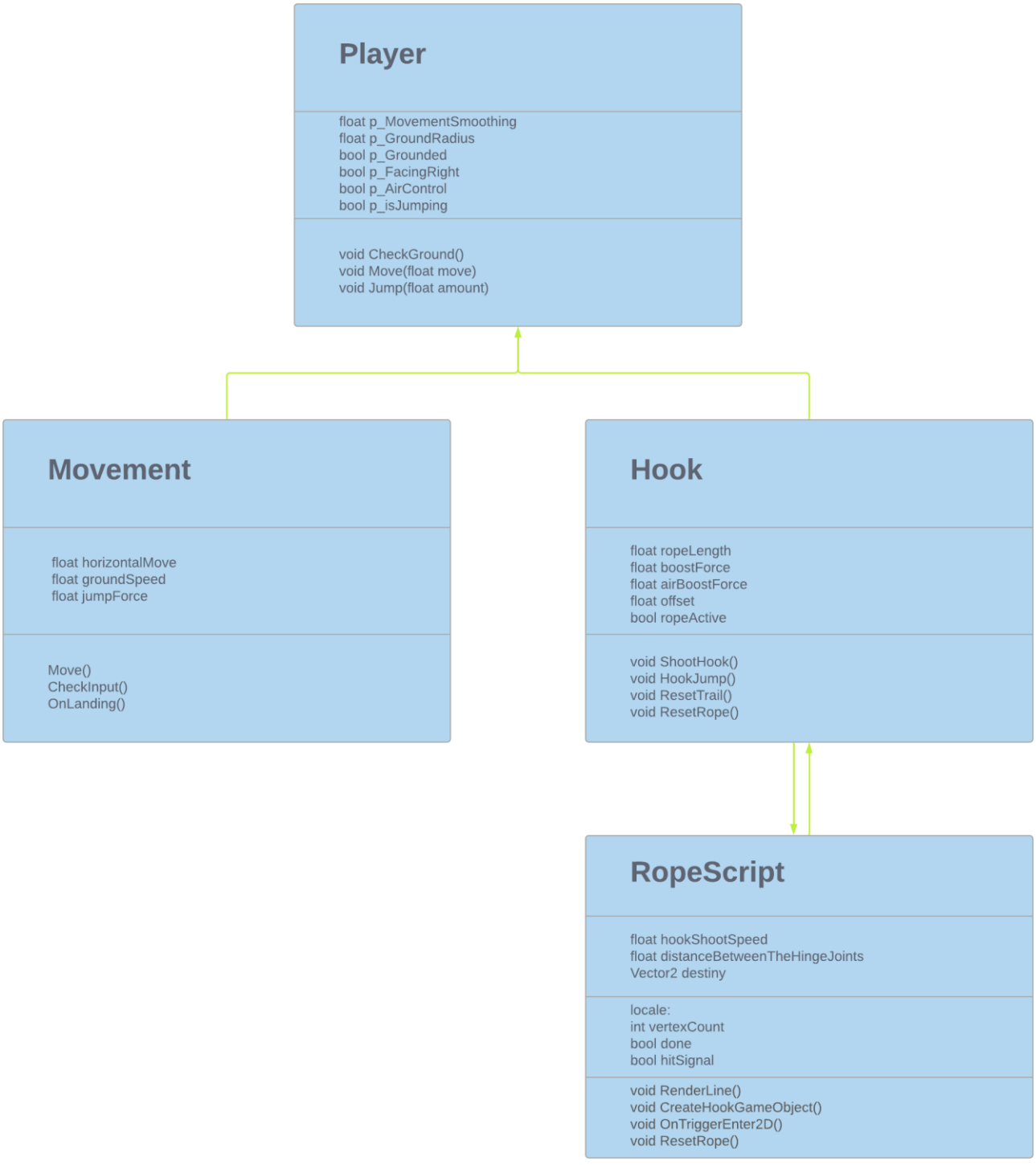
3.Code Architecture



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4.Naming Conventions

- Code:

Private	camelCase
Public	PascalCase
Lists	PascalCase
Const	UPPERCASE
Regions	camelCase
Classes	PascalCase
References	camelCase
Structs	PascalCase

- Files:

Single Instance	PascalCase
Multiple Instance	PascalCase_X

- Folders will be written in “PascalCase”

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4.Unity Build

- SceneName:
  - Menu(Index[0])
  - IntroCutscene(Index[1])
  - Game(Index[2])
  - EndCutscene(Index[3])

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5. Collision Detection, Physics & Interaction

- **Collision detection:**
    - Player hit an obstacle
    - Player hook
    - Objects falling
- **Physics:**
    - Items/objects fall over realistically
    - Items/objects deform realistically
    - Friction and gravity
    - Objects and player must react to player input and his decisions(push/pull objects)

- **Interaction:**
    - Interaction with objects/items:
        - Pushing/Pulling
    - Environment interaction:
        - POV cutscenes
        - Sound feedback
    - Layer need to be set to “Grappable” for proper interaction between hook and object

6.Audio

- Internal audio sound producing
- Internal visual effects producing

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