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**Integrated Project 1 (Games)**

[Group 6]

[plague maiden]

**Software Design Document**

*1.*

The purpose of this document is to outline and show the professors of my integrated project module the design and mechanics using uml diagrams and coding script to show off the game my group has created for our project.

2.

our game involves a cybernetic themed ranger character that is the villain of the story in a cybernetic - medieval themed world. The game itself is a 2d side scroller action genre. The goals of the game are to kill everyone in the level the player can tell how much is left by looking at the countdown timer. And reach the end with no one left alive you do this by firing your bow and using 2 different types of arrow one light that is quick and one that is heavy that is slower but hits harder the features of the game are that the player can move left and right on the stage and when in range of an enemy unit they will be detected and pursued to an extent before the enemy goes back to their patrol.

3.



