TECHNICAL DESIGN DOCUMENT

Contents

Game Development Team
Quek Kah Jin

Executive Summary

Game Overview

Retake is a 2D side view Dungeon Crawler. You, the player, enter the dungeon in order to slay the boss at the end of it. There are other enemies, the snail and bird, that also stand in your way. After death, you return to your base area and you can continue to challenge the dungeon.

Technical Summary

Retake will be developed in about 15 weeks by Quek Kah Jin using C# and Unity. For 2D asset creation, Adobe Photoshop will be used. For Audio Creation, OBS and Microsoft Clipchamp will be used. The cost will be $0. There will also be no Revenue from this game since it will not be published.

The game will be deployed for PC only. The minimum requirements include:

PC STANDALONE

OS: Windows XP SP2+,

Graphics card: OpenGL 3.0 onwards (Shader Model 2 .0) capabilities.

Equipment

Hardware

All hardware was previously owned by Quek Kah Jin previously.

Software

All Softwares used are already owned by Quek Kah Jin

Evaluation

Game Engine

Unity was used since it was simple to use and has a bit of experience using it before.

Target Platform

Most people who play games have access to the PC platform so it would be the most available outlet for them.

Scheduling

Development Plan

Week 1 + 2: Making Gdd + pitch slides

Week 3: Player movement

Week 4: Physics Collisions

Week 5: Player stats + Weapon and Enemy to test

Week 6: Improve Ai + Weapon

Week 7: Status Ailments + Inventory + Crafting

Week 8: Basic Stage to play in for MVP

Week 9: Bug fixing After feedback from Alpha

Week 10: Weapon Proficiency + Weapon Skills

Week 11: Base Area

Week 12: Upgrades + Items

Week 13: Map Generation

Week 14: Arts + Audios

Week 15: Bug Fixes from Beta

Week 16: Improving from Beta

Week17: Arts + Audios

Milestones

Week 2	GDD + Pitch
Week 8	MVP
Week14	Beta Playtest
Week17	Final Submission

Work Environment

Collaboration

Mainly from home, School Library and within school labs