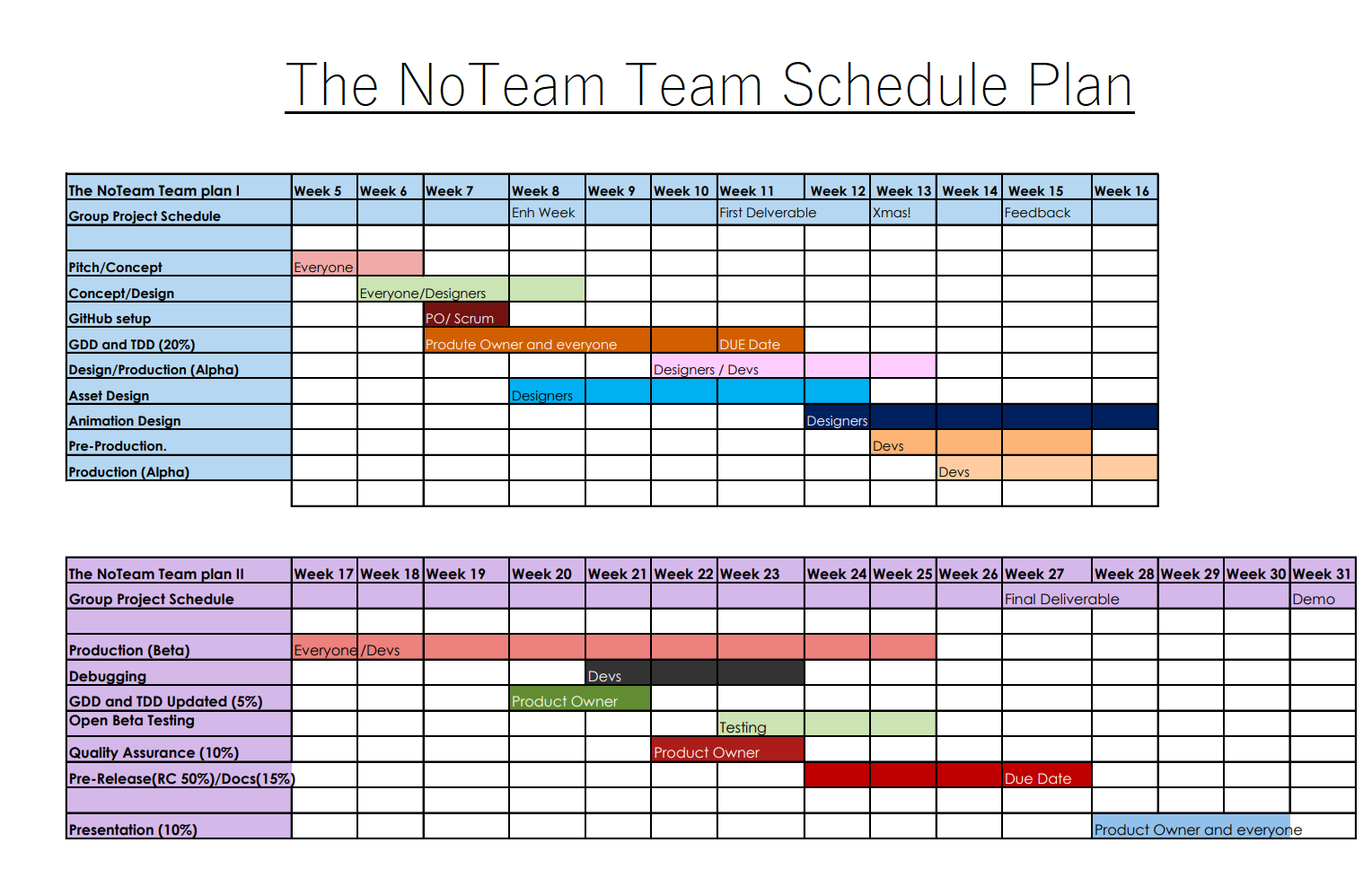
Technical Document

**Section 1 – Lists of features**

* 1. List of features
  + First-Person
  + Windows Platform
  + Opening scene and Background scene
  + Different levels
  + Audio and sound effects
  + Interactive objects
  + Varying weapons
  + Weapon Levels
  + Game world: Characters, Weapons, clouds heaven architecture

**Section 2- Choice of Game Engine**

The game engine we will be using is Unity because out of the accessibility for our developers with no budget and the ideal features Unity comes with such as their neat IDE, their interface is easy to learn and eliminates the hassle with applying codes to objects just by dragging them into the object.

**Section 3- Plan Schedule**

**Section 4- Diagrams illustrating software design**

* Layout
* Technology diagram (software used)
* Design diagram (people involved)

[insert diagram]

* Implementation design
* Gameplay Diagram

**Section 5 – Art Tools**

* Photoshop
* Maya Autodesk
* Blender
* Unity

**Section 6 – 3D Objects, Terrain, & Scene Management**

**Section 7- Collision Detection**

**Section 8- Game Logic, AI**

**What aspects of the game will have Ai?**

* The enemies will have AI to be able to chase us, aim at player and attack the player
* **[Insert AI algorithm}**

**Section 9- Audio & Visual Effects**

* Sound design will consist of royalty free music and own produced dialogue from our team.
* We will be using animation in our UI using Unity’s animation tools.

**Section 10- Delivery Platform & Hardware/Software Requirements**

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