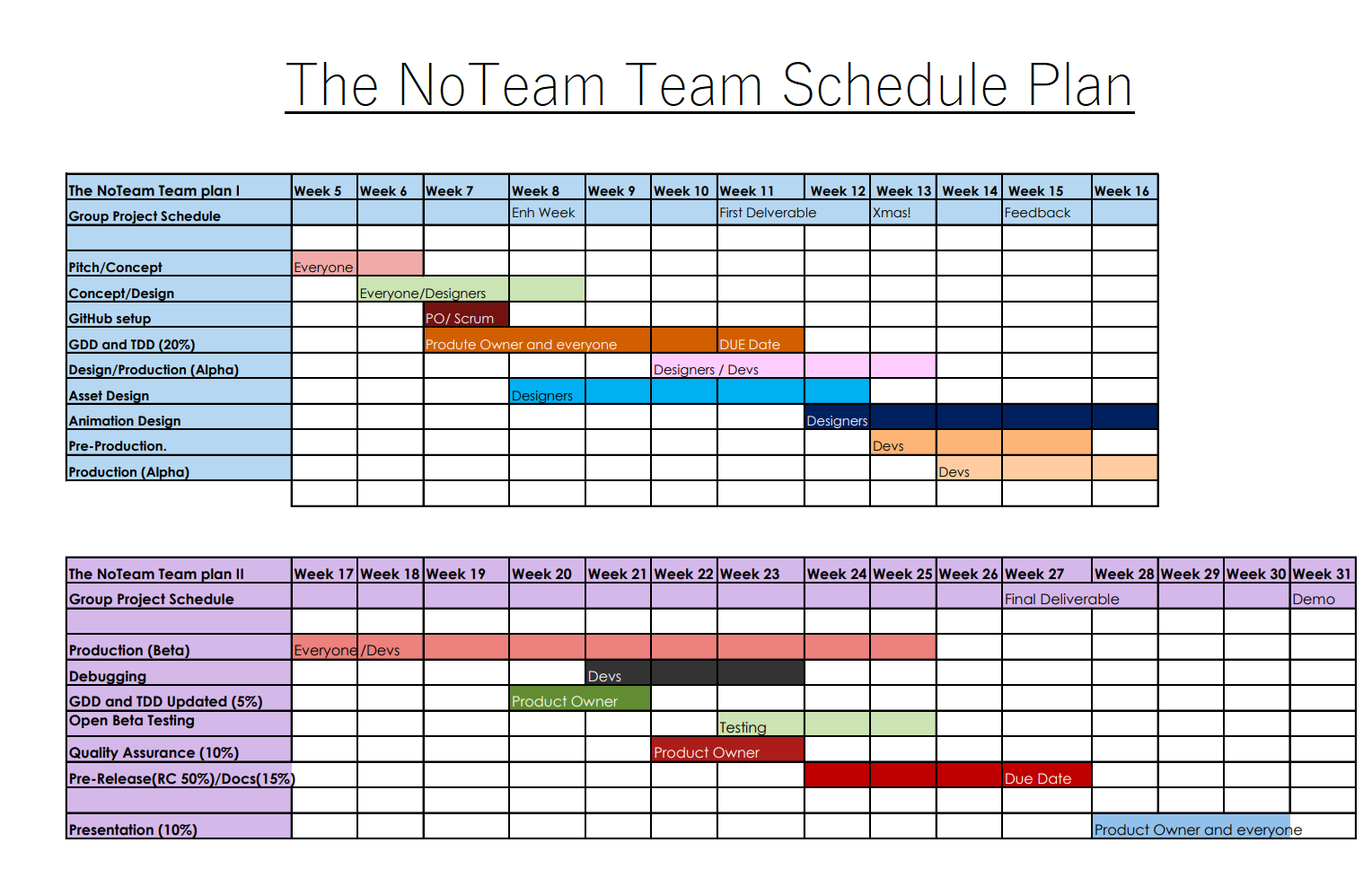
Technical Document

**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)
* Implementation design
* Gameplay Diagram

**Section 5 – Art Tools**

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

**Section 7- Collision Detection**

**Section 8- Game Logic, AI**

**Section 9- Audio & Visual Effects**

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

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