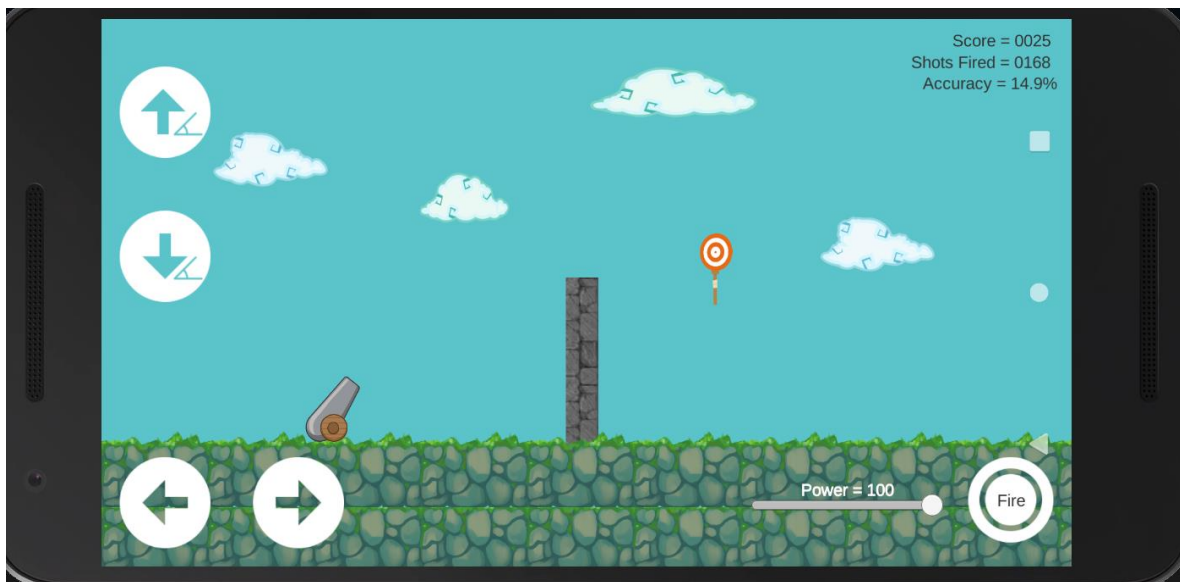


“Cannon Practice”



Technical Design Document

CS 596
Jack Chen

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Game Development Team Members

PRODUCER
Jack Chen
PRODUCTION MANAGER
Jack Chen
PRODUCTION COORDINATOR
Jack Chen
GAME DESIGNERS
Jack Chen
SYSTEMS/IT COORDINATOR
Jack Chen
PROGRAMMERS
Jack Chen
TECHNICAL ARTISTS
Jack Chen
AUDIO ENGINEERS
Jack Chen
UX TESTERS
Jack Chen

Executive Summary

Game Overview

Cannon Practice is a basic archer flash game. Toggle angle, distance, and power, and shoot.

Equipment

Hardware

The sole member of the team will utilize his personal computer, which might change depending on his personal financial situation.

Product	Task	Cost	Quantity	Total
Acer Aspire f15	Everything	\$800.00	1	\$800.00

Total: \$800.00

Software

Product	Task	Cost	Quantity	Total
Unity	Game Editor/Engine	\$0.00	1	\$0.00
Paint	Texture Painting	\$0.00	1	\$0.00

Total: \$0.00

Evaluation

Game Engine

The game engine of choice to create Cannon Shooter is Unity, because this game's initial creation was for a college course that taught Unity.

Target Platform

Deadly Rockets will be deployed to PC and Android only.

Levels

Complexity

Every function in this game is straight forward, requires no loops, and performs minimal calculations. Overall low complexity, O(1) most likely.