System Design Document
The Darkest Things Development Project

DEWOLF STUDIOS
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Introduction

This System Design Document has been created to outline the proposed system design for the new game, *The Darkest Things* ('the Game'). The Game is intended to tell the story and deliver the intended gaming experience. By designing, testing, and deploying different versionS of the Game, DEWOLF STUDIOS will improve its capabilities in iterative development processes. This document and the technical specifications listed herein comply with all DEWOLF STUDIOS technical standards and infrastructure.

Purpose

The purpose of this System Design Document is to provide a description for how the game will be constructed. The Systems Design Document was created to ensure that the game design meets the requirements specified in the Darkest Things Development Project requirements documentation. The System Design Document provides a description of the system architecture, software, hardware, and security.

System Overview

DEWOLF STUDIOS has faced challenges and shortcomings in managing development of the Game. The proposed Game will utilize the Player/User's computer infrastructure and hardware to provide a gaming experience which will standardize and improve the efficiency of DEWOLF STUDIOS' iterative development capabilities.

The Game is designed using the RPG Maker MV software tool which is compatible with and leverages existing DEWOLF STUDIOS hardware and infrastructure. Additionally, RPG Maker MV is compliant with all internal DEWOLF STUDIOS network security protocols and policies as well as industry regulatory policies, being a non-interactive application.

The RPG Maker MV tool will provide various user interfaces which will allow rapid and simplified development of the Game. It will also allow us to export different versions to each other for testing purposes.

One of the primary benefits of the RPG Maker MV tool over other development methodologies is its ability to consolidate all data, resources, and various other metrics. Until now DEWOLF STUDIOS has relied upon legacy software with various constraints and limited user interfaces which has resulted in poor development, management, as well as a general lack of enthusiasm among the developers.

The RPG Maker MV development tool will provide the following capabilities:

- Pre-designed asset libraries
- Integration of all maintenance data which allows for simplified management of all game resources
- Enhanced and additional developer interfaces which provide developers with much simpler creation and development capabilities
- Data export capabilities which allow developers to export data to various software tools for simplified reporting and presentation capability

Design Constraints

The Darkest Things Development Project Team identified several constraints which will impact and limit the design of the Game. These constraints are beyond the scope of the Darkest Things Development Project but must be carefully factored into the system design. To date, the following constraints have been identified:

- The timeframe for the Capstone Project will limit how much of the Game is completed. We are currently estimating that the first in-game 'Month' will be completed and distributable.
- The Game must comply with all DEWOLF STUDIOS and industry regulatory policies and guidelines. These policies and guidelines will impact the tool by requiring certain standards of coding, user interfaces, security, and management of the Game.
- The Game must be compatible with existing user software suites. This will require the team to design and code the MMS in a manner in which data can be seamlessly imported and exported between existing software tools.

Roles and Responsibilities

The following table defines the MMS System Design roles and responsibilities. This matrix also serves as the list of points of contact for issues and concerns relating to the MMS System Design.

Name	Role	Phone	Email
• Shane	Project Manager/Designer	See below	See below
• James (Drew)	Developer	(777) 555-1313	drew2154@gmail.com

System Architecture

Hardware:

The Game design is based on existing hardware architecture already deployed across the User's computer. This hardware consists of the following components:

- Mouse and keyboard interface (controller support being considered)
- **CURRENTLY UNKNOWN** storage requirements

Software:

The Game design is based on the individual design of various components constructed within RPG Maker MV in which users will enter data. The software architecture is designed to incorporate all data entries and modifications into a save file which tracks this progress data as it's manipulated. The components which comprise the software architecture include:

- User Data Entry Module: This component provides the user interfaces for all maintenance data entry. This component consists of several sub-components to include:
  - New System Data
  - Existing System Maintenance Updates
  - System Location Updates
  - System History
- Automated Reporting Module: This component provides all of the pre-built automated reporting capabilities. These are reports that are generated regularly and repetitively at known intervals.
- Manual Reporting Module: This component provides a list of all searchable fields in which the user can create a report as the need arises

System Security and Integrity Controls

The most current and up-to-date version of the game will be delivered via an emailed zip file upon request by James.

There are no online or social applications within the game, so no other security concerns exist at this time.

Sponsor Acceptance

Approved by the Project Sponsor:

Date:

<Project Sponsor>
<Project Sponsor Title>