**Trigger Happy Design Document Outline**

**High Concept Document**

1. Short Description
2. Tone Words
3. Game High Concept
4. Development Scope
5. Business Case

**Game Treatment Document**

1. Overview
2. Game Concept
3. Critical Path
4. Story / Characters
5. Features and Controls
6. Interface
7. Technology Features
8. Potential Technology Roadblocks
9. Platform
10. Business Case
11. Competitive Analysis
    1. Doom
    2. Quake
    3. Unreal Tournament 2004 (UT2K4)
    4. Team Fortress 2 (TF2)
    5. Shadowrun

**Game Design Document**

1. Executive Summary
2. Setting the Environment
3. Game Mechanics
   1. Weapons
      1. Weapons Types
         1. Nullifier Gun
         2. Sniper Rifle
         3. Rocket Launcher
         4. Assault Rifle
         5. Shotgun
         6. Flamethrower
         7. Pistol
         8. Grenades
   2. Modifiers
      1. Augmenting
      2. Deploying and Triggering
      3. Modifiers as part of the Environment
      4. Modifier Types
         1. Inverse Gravity
         2. Increase Gravity
         3. Knockback
         4. Accelerator
         5. Slow Down
         6. Barrier
         7. Illusion
         8. Grow
         9. Shrink
   3. Selecting Weapons and Modifiers
4. Player
   1. Movement and Attacking
   2. Shields
   3. Death and Respawning
5. Game Modes
   1. Assault
   2. King of the Hill
6. Game States and Flow
   1. Logo Screen
   2. Main Menu
      1. Go to Lobby
      2. Game Options
      3. Credits
      4. Exit
   3. Game Options
   4. Game Lobby
   5. Create a Game
   6. Joining a Game
   7. Game Loading
   8. Weapon Selection
   9. Modifier Selection
   10. In-Game
       1. Shield Meter
       2. Weapon Status Meter
       3. Modifier Energy Level
       4. Modifier Charge Gauge
       5. Modifier Target Reticule
       6. King of the Hill interface
       7. Assault interface
   11. Spawning
   12. Credits
7. Look And Feel
   1. Camera
8. Audio
   1. Overview
   2. SoundTrack Characteristics
   3. Audio Effects Characteristics
   4. Voice Over Characteristics
9. Control
   1. Logical Control
   2. Physical Control
      1. Menu Navigation
      2. Weapon and Modifier Selection
      3. While in a game
10. World
    1. History
       1. Expansion
       2. The Birth of Cloning
       3. The Death of Cloning
       4. The Proliferation of Cloning
    2. Present
       1. Habitation
       2. Modern Cloning Technologies
11. Organizations
    1. The Industry
    2. Future proficient Soldier Academy
       1. The Academy a.k.a “Trigger Happy High”
       2. Appendage Conservation Front a.k.a. “Spleen Peace”
       3. Impossible Possibilities
       4. The Society for Historical Beatdowns
12. Characters
    1. Appendage Conservation Front Staff
    2. Impossible Possibilities Staff
    3. Society for Historical Beatdowns Professors
    4. Students (Player Avatars)
    5. Academy Professors
13. The Academy
    1. Scenario
    2. Location Design
       1. The FPSA Building
       2. The Appendage Conservation Front Wing
       3. The Academy Wing
       4. The Society for Historical Beatdowns Wing
       5. The Impossible Possibilities Wing
    3. Location Layout

**Tech Design Document**

1. Technology Document
   1. Development Technology
      1. Hardware
      2. Software
      3. Compilers
      4. Check in Check out
      5. API
      6. OS
      7. External Purchased Sources
   2. Production Technology
      1. Hardware Requirements for Game
      2. OS Requirements for Game
      3. API Requirements for Game
      4. Software Requirements for Game
   3. Tools and Helper Apps
      1. Overview of all of the tools and apps you need to build
      2. For each tool [1-\*]
         1. Description
         2. Significance
         3. Walkthrough of what it does
         4. When will you need it by in your process?
   4. Engine
      1. Graphics API
      2. Rendering Techniques (
      3. Partitioning Techniques (BSP, Portals, OctTrees, Bins, etc)
      4. State Management
      5. Physical UI
      6. Logical UI (Interface)
      7. Lighting
      8. Textures/Shading
      9. Persistence
      10. Cameras
      11. Motion
      12. Collision Detection
      13. Physics
      14. Networking
      15. Audio
      16. AI System / Character Control
   5. Game Design to Technology Mapping (each scene should be mapped)
      1. List of specific programming responsibilities for each design section
      2. Mapping of game placeholder assets and final game assets
      3. Map to the time lines
2. Technology Tests
   1. Description of things that need to be tested before implementation
      1. Technology Test [1-\*]
         1. Description
         2. What are we measuring?
         3. How are we setting up the test?
         4. Test Implementation Details
         5. Collected Data
         6. Analysis of Collected Data
         7. Impact on Game
      2. Gameplay Test[1-\*]
         1. Description
         2. What are we measuring
         3. How are we setting up the test?
         4. Test Implementation Details
         5. Collected Data
         6. Analysis of Collected Data
         7. Impact on Game
3. Development Processes
   1. Meetings
   2. Assignment of Tasks
   3. Analysis of Tasks
   4. Code Reviews / Walkthough Policies
   5. Code Freeze Policies
   6. Process for Incorporation of Milestone Plan
   7. Development Blog / Attachment to community
4. Playtest Process
   1. Overview
   2. Playtest audience selection (demographic, number of participants)
   3. Playtest criteria for each section [1-\*]
   4. Playtest schedule (test dates, feedback incorporation process)
5. Team Dynamics
   1. Why do you think your team can do justice to this topic
   2. Team Deliverables
      1. Timeline / Milestone Map
      2. For each Milestone
         1. Team Responsibilities
         2. Deliverables
6. Individual Contribution
   1. Chip
      1. Quick Bio
      2. CV / Resume
      3. Individual Statement of Problem
      4. Individual Significance of Problem
         1. How does your problem relate to the game
         2. How does the game relate to your problem
      5. Literature Search
      6. Goals for attacking your problem
      7. Architectural approach for your problem
      8. Implementation approach for your problem
      9. Individual Deliverables
      10. Individual Timeline and Relation to Group Timeline
   2. Eric
      1. Quick Bio
      2. CV / Resume
      3. Individual Statement of Problem
      4. Individual Significance of Problem
         1. How does your problem relate to the game
         2. How does the game relate to your problem
      5. Literature Search
      6. Goals for attacking your problem
      7. Architectural approach for your problem
      8. Implementation approach for your problem
      9. Individual Deliverables
      10. Individual Timeline and Relation to Group Timeline
   3. Jon
      1. Quick Bio
      2. CV / Resume
      3. Individual Statement of Problem
      4. Individual Significance of Problem
         1. How does your problem relate to the game
         2. How does the game relate to your problem
      5. Literature Search
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      8. Implementation approach for your problem
      9. Individual Deliverables
      10. Individual Timeline and Relation to Group Timeline
   4. Sela
      1. Quick Bio
      2. CV / Resume
      3. Individual Statement of Problem
      4. Individual Significance of Problem
         1. How does your problem relate to the game
         2. How does the game relate to your problem
      5. Literature Search
      6. Goals for attacking your problem
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      8. Implementation approach for your problem
      9. Individual Deliverables
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   5. Nick
      1. Quick Bio
      2. CV / Resume
      3. Individual Statement of Problem
      4. Individual Significance of Problem
         1. How does your problem relate to the game
         2. How does the game relate to your problem
      5. Literature Search
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