Design Doc (DirectX Application)

[DATE] [REVEIWER] [PEOPLE WORKING ON THE DOC] [AUTHOR]

**Overview**

*[Brief summary of what the design doc entails and what is coming up]*

*[Size: Small]*

**Context**

*[Why you are doing this project and what good things come out of it]*

*[Size: Small]*

**Goals**

*[What goals you would like the application to succeed and also non-goals for stuff like make gta 5 in dx11]*

*[Size: Bullet points, small desc’s]*

**Milestones**

*[Milestones for your project, make it short and sweet since this isn’t a big project]*

*[Size: v Small or deleted]*

**Existing Solution**

*[Description of the current solution and how it works, class breakdown n stuff]*

*[Size: Large]*

**Future Solution**

*[Same as before just for the future]*

*[Size : Medium]*

**Timeline**

*[Timeline of events getting from the current to proposed solution* / Conclusion of what you’re going to do*]*

*[Size: Large]*