**Time Warrior**

**Team BMP**

**Technical Design Document & Asset List**

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**Executive Summary**

This is the Technical Design Document that contains all the possible tools, evaluations, assets, and overall development plan to make the game Time Warrior.

**Equipment & Tools**

Main equipment will be Visual Studio 2008 C++. A Map Editor tool will be created during development to assist in creating the maps.

**Engine Evaluation**

The engine will be state-driven, consisting mostly of states such as “Title Screen” state or “Game” states.

**Platform Evaluation**

Time Warrior will not be multi-platform, being made specifically for the PC. Minimum specs are:

OS: Windows XP SP 3

Processor: Intel Core 2 Duo 2.2 GHz

Video Card: Intel 965 Mobile Chipset

RAM: 2 GB

**Coding Structure**

Coding structure will be mostly hierarchical, using inheritance from a base class. World will be the main holder of information, and each Entity needs to know some basic functions from World in order to determine collision. Each Entity will be aware of its own surroundings, and be in charge of its own collision.

**Development Plan**

The development plan of Time Warrior can be found in the Microsoft Project file “WBS Cut List with Integrations.mpp”. This is also the file that will be used to keep track of where the project is in accordance to the plan.

**Asset List**

**Art**

|  |  |  |  |
| --- | --- | --- | --- |
| **File Name** | **File Description** | **Category** | **Picture** |
| “spriteTest.bmp” | Player Sprite | Sprite |  |
| “greenguy.bmp” | NPC Sprite | Sprite |  |
| “blunt.bmp” | Blunt Sprite | Sprite |  |
| “dummy.bmp” | Dummy Sprite | Sprite |  |
| “Dungeon.bmp” | Dungeon Tile Sprites | Tiles |  |
| “ghost.bmp” | Ghost Sprite | Sprite |  |
| **“**hub.bmp” | Hub world Tile Sprites | Tiles |  |
| “magic\_divine.bmp” | Divine magic Sprites | Sprite |  |
| “magic\_fire.bmp” | Fire magic Sprites | Sprite |  |
| “magic\_ice.bmp” | Ice magic Sprites | Sprite |  |
| “magic\_lightning.bmp” | Lightning magic Sprites | Sprite |  |
| “RocksandShrubs.bmp” | Rocks and Shrub Entity Sprites | Sprite |  |
| “skeleton.bmp” | Skeleton Sprites | Sprite |  |
| “slash.bmp” | Slash Sprites | Sprite |  |
| “slime.bmp” | Slime Sprites | Sprite |  |
| “textureSetHub.bmp” | Medieval world Tile Sprites | Tile |  |
| “Tree.bmp” | Tree Entity Sprites | Sprite |  |

**Audio**

|  |  |  |
| --- | --- | --- |
| **File Name** | **File Description** | **Category** |
| “Track0.wav” | $ - Finale | Background |
| “Track1.wav” | A few bits shy of a byte | Background |
| “Track2.wav” | A | Background |
| “Track3.wav” | B | Background |
| “Track4.wav” | BAH | Boss |
| “Track5.wav” | C | Background |
| “Track6.wav” | Crazy Song | Background |
| “Track7.wav” | Down in the cavern | Dungeon |
| “Track8.wav” | Rockish | Background |
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**Software**

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| --- | --- | --- |
| **Software Title** | **Function** | **Buy or Free** |
| Visual Studio 2008 | Main Compiler | Free |
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**Miscellaneous**