Technical design document

1. General
   1. Project general description:  
      Make a simple fun game by Unity3D which people can enjoy around 5 minutes
   2. Solution general description:  
      Gain some ideas about 3D animation   
      Make a turn-based game combined with dice-rolling
2. Architecture
   1. Physical architecture:
      * Build Setting: ground, sky, background, others
      * Build animations: player, enemy, dice
      * Build game system: interface, road, effects
   2. Logical architecture:
      * Build animation’s behavior: idle, move, attack, die
      * Build rules of game: win, lose, traps
3. Database
4. Infrastructure
5. Business entities
6. Security
7. Performance and Load Testing
8. Interfaces
9. Data conversions
10. External Services
11. Presentation