Ver 1.2	Modified 5/7/2022						
Ref#	System Name	Feature Supported	Feature Specifics	Priority	Difficulty	Risk	Comments
1	Puzzle						
1a		Puzzle generation		High	High	Med	
1b		Design		High	Med	Med	Includes both designing the puzzle outside of Unreal + implementation in Unreal
			Move Blocks				
			Rotate Puzzle				
			Reset				
			Submit Puzzle				
1c		Interactivity					
			Solution	High	High	High	The solution to the puzzle has to be programmed in.
			Track Moves	Low	Low	Low	Track the number of moves or the time it takes for users to complete the puzzle
			Correct/Wrong	High	Low	Low	User feedback for their solution
			Restart Button	Low	Low	Low	
2	Traversal		Exit Button	High	Low	Low	
2a		Camera		High	Med	Low	
			View Frustum				
			Viewing Distance (Scale)				
3	Tower						This includes the design of the tower itself and how the puzzle and character can interact with it.
3a		Design		High	Low	Low	
			General Setting				
			Different difficulty levels				
3b		Interactivity		Med	Low	Low	

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			Unlocking after				
			completing				
			previous level				
			Increasing				
			puzzle difficulty				
			per level				
	_		per level				
_	Game						
4	Completion						
							This can includes the total amount of
		Display User					time taken, the number of moves per
4a		Statistics		Low	Low	Med	puzzle, and so on.
4b		Exit Game		High	Low	Low	
4c		Restart Game					
							Place the user back where they began
			Respawn	Med	Low	Low	initially
			Reset Stats	Low	Low	Low	
			Reset All				
			Puzzles	Med	Low	Low	
							If time allows, we'd like to add sound
							effects and potentially music to the
_	61					100.1	game that corresponds with different
5	Sound			Low	Med	High	
5	Sound			Low	Med	High	game that corresponds with different
5	Sound			Low	Med	High	game that corresponds with different
5	Sound			Low	Med	High	game that corresponds with different
5	Sound			Low	Med	High	game that corresponds with different
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5	Sound			Low	Med	High	game that corresponds with different
5	Sound			Low	Med	High	game that corresponds with different

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The Technical Design Document should be a breakdown of the Feature list into programmable elements. Each Feature should have a set of subfeatures that must be created to complete the system. The connection should be shown through the Ref # (Feature F001 would have sub-features that include F001a, F001b, etc.). A simple description of the sub-feature is required and estimates of priority, difficulty and risk are needed. These along with the time to complete help to to determine the final priority. Time to complete should be relative to the milestone lengths the team has chosen for their milestones. Comments should be used to talk about issues like dependancies.									
		To	grade, each ele	ment should be	reviewed to ma	ke sure it:			
	- 1	refers to a featu	re						
	- has a clear description								
	-	fits in the featur	e						
	- has the complete set of descriptors (priorty, difficulty, risk)								
	- has a timeframe								
Each Feature from the feature list should have a corresponding tech design doc breakdown into sub-features									
For the Alpha Phase the TDD should show all the final features, they should match the pillars and core systems. This should be scored the same as the Pre-Production Phase.									