Design Document [TEMPLATE]

July 3, 2022 mmm d | yyyy
Wes Johnson name

1
App Info

Tentative Title:	Battle: Hammer

	Education & Training			Utilities & Reference
	Social & Networking			Media & Entertainment
	Productivity & Collaboration		X	Gaming
	Art & Creativity			Other: _____

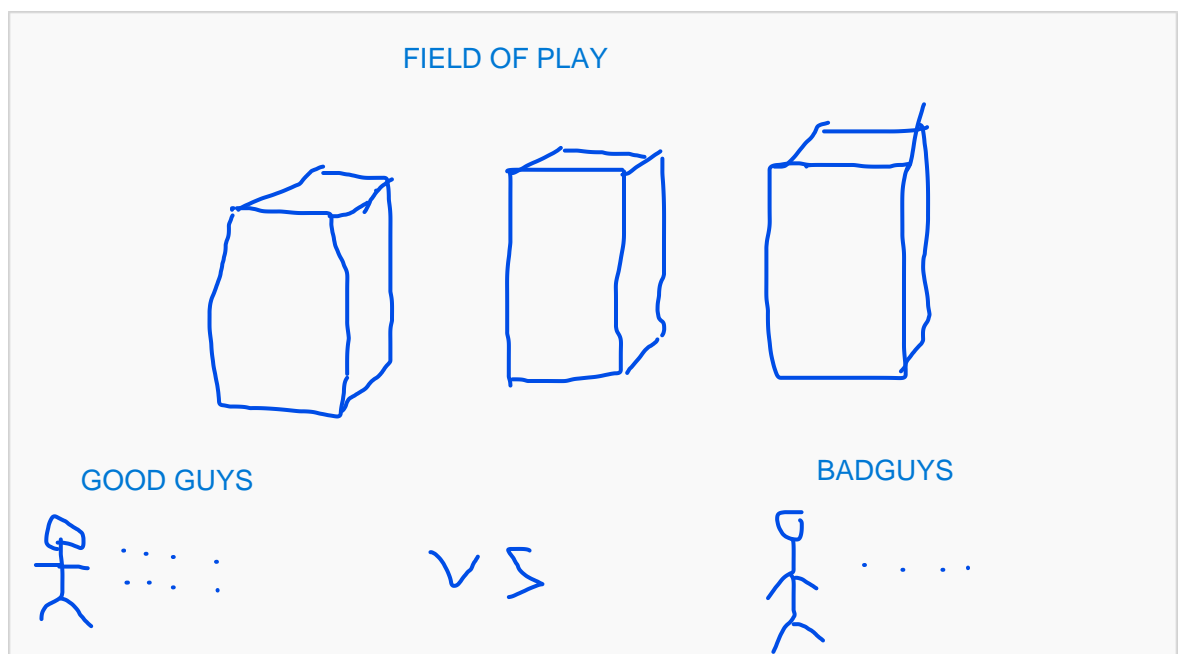| This App will be available on:	Web [mobile, | console, | desktop, | VR, | web, | other]

2
Pitch

In this app, users will:

Control 8 players split in teams - RTS 3rd Person

The target audience / personas for this app include:

- war game fans
-
-

3
Concept Sketch & Inspiration

FIELD OF PLAY

GOOD GUYS

BADGUYS

4
Features

When the user:		The result is:
shoots enemies - visa versa	,	loose health - visa versa
kills all enemies - visa versa	,	win game - lose game
	,	
	,	
	,	

5
Accessibility

In order to make this app accessible to as many users as possible:

- publish to web
-
-

6
Timeline

	Milestone	Date
1	- no reqs on time frame	
2	-	
3	-	
4	-	
5	-	

7
Backlog features

- each ally will have passive and active skills as well as 2 eq slots
-
- enemies will run away with active shooting or explosives
- allies will have a reactive shooting as well when the enemy is in site allies shoot
- player will be able to choose from 4 classes in their teams of 8
- for each split of teams it can split from 8 to 4 to 2 to 1 - alpha 1 charlie 1 - with an
-     option to split or regroup
-

- will show object oriented programming with Abstraction Encapsulation Inheritance Polymorphism