Game Design Document

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## Introduction:

This document describes a resource manager component that can be used in any game with ease. It contains a set of examples for using this component, the features of the component and a description of how to demonstrate the component.

# Features:

## Resource Manager:

A resource manager is used for loading all of the assets used in the game. It will load each asset once and it should also destroy those assets when the application has ended. It should be able to load from different file sources such as a JSON file or an XML file and should be able to reload assets without restarting the application.

### Conditions of satisfaction:

* Load different assets i.e. audio, texture, etc.
* Ensures no duplicate assets are loaded
* Loads assets from multiple file sources i.e. JSON and XML
* Can reload assets without restarting the application, by monitoring underlying file changes
* Substitutes missing assets with placeholders
* Safely disposes of all assets when destroyed.

### Manual Test:

* Ensure the text, JSON or XML file is correctly formatted
* Ensure that all the assets are in the correct location
* Start the application
* Pressing 1 loads from a text file
* Pressing 2 loads from an xml file
* Pressing 3 loads from a json file
* Pressing ‘d’ will delete the resource manager and re-create it to test other load functions
* Pressing ‘p’ will play/pause the game music
* Pressing ‘j’ will play the jump sound effect
* Pressing ‘l’ will play the land sound effect
* Open texture in paint.net, change something and save it to see the changes in the application