Game development Documentation

For the design documentation, do we need to include diagrams?

Yes, class diagrams and sequence diagrams will help explain each component from the architecture

Does the game need to be exported as an executable program?

Yes, we should include an executable file

How much of this grading matrix is for the last milestone?

Just the third part in the grading matrix

Do we need to include a game manual in the documentation demonstrating how the game is played with controls and such?

Yes, use a simple text document

Talk about entity life cycle in the game documentation- Where I would have like to have gotten my code to if I had more time.

Entity life cycle- At the moment, I have kernel subscribing each entity, but what I wanted to do is add a class called game manager, which took care of subscribing each entity as a listener for an event. It would also unsubscribe these entities from the event and remove them from the scene manager. To achieve this, I would use polling and each entity would flag when they want to be removed and the game manager would get this value to see if it true. If it is true, then remove them from the scene, else do nothing.