**Assessment Part 1 – Guide to Reading**

*Seb Holzapfel*

***I’m looking for***

**Problem definition and feasibility:**

* ‘The Problem, Objectives, Boundaries and Feasability’ [SDD Formal specifications.docx]
  + *Main document on the topic*
* ‘Metanact – Programming TODO’ [Metanact - TODO.docx]
  + *Contains more detailed design decisions*

**Logbook:**

* ‘SDD Major Project Log [SDD Major Project Log.docx]
  + *Logbook, updated routinely from 8/10/12 to the latest entry on 10/3/2013*

**Gantt Chart:**

* ‘Project Timebase - Outline’ [SDD Gantt.pptx]
  + *Contains an initial estimate as well as an updated timebase as of now.*

**Modelling diagrams:**

* ‘Engine Architecture – Pre-modification’ [SDD Engine Architecture Pre-Mod.docx]
  + *Contains a high-level UML diagram of the game’s underlying engine*
* ‘Menu System – Inside Seb’s mind’ [SDD Menu System.docx]
  + *Contains a hybrid structure chart of the game’s menu system*

**Storyboard:**

* ‘Metanact – UI Outline’ [drawing attached]
  + *Difficult to storyboard a game where levels are randomly generated, however these were my initial UI sketches before working on the game.*
* ‘Metanact - Story Draft’ [Metanact - Story Draft.docx]
  + *Not so much a story ‘board’, but still relevant to this section. Once the campaign story is perfected each scene will be storyboarded.*

**Data dictionary:**

* ‘CORE ENGINE VARIABLES’ [SDD Engine Vars.docx]
  + *Heavily commented list of variables used in the game engine*
* ‘Project File Structure’ [!filestructure.txt]
  + *Describes the arrangement of files in the project*
* ‘Menu System – Inside Seb’s mind’ [SDD Menu System.docx]
  + *Describes and justifies a class/variable architecture used the menu system*
* ‘Tag List – Pre Modification’ [SDD TagList - Premod.docx]
  + *A list of possible tags that can be assigned to entities (slightly out of date, will be updated on engine completion).*

**Ethical issues:**

* ‘SDD Third Party Resources’ [SDD Third Party Resources.docx]
  + *Describes the third party resources used and their licenses; will put further detail on each license once a final list is obtained (I may not need all of them)*