Diablo Remastered 1996

Analysis and Design Document

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Revision History

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| **Date** | **Version** | **Description** | **Author** |
| <dd/mmm/yy> | <x.x> | <details> | <name> |
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# Project Specification

# This project is a RPG(Role Playing Game).It is similar with Diablo,a game made by Blizzard.In this game as a player you have to make quests and kill all bosses in the game.As a warrior you have as weapons swords and bows.

# Elaboration – Iteration 1.1

# Domain Model

The main Domain Model are all the Enviroment in this game such as:trees,houses,mountains and also characters.The main characters are the main character(player) and the enemies.

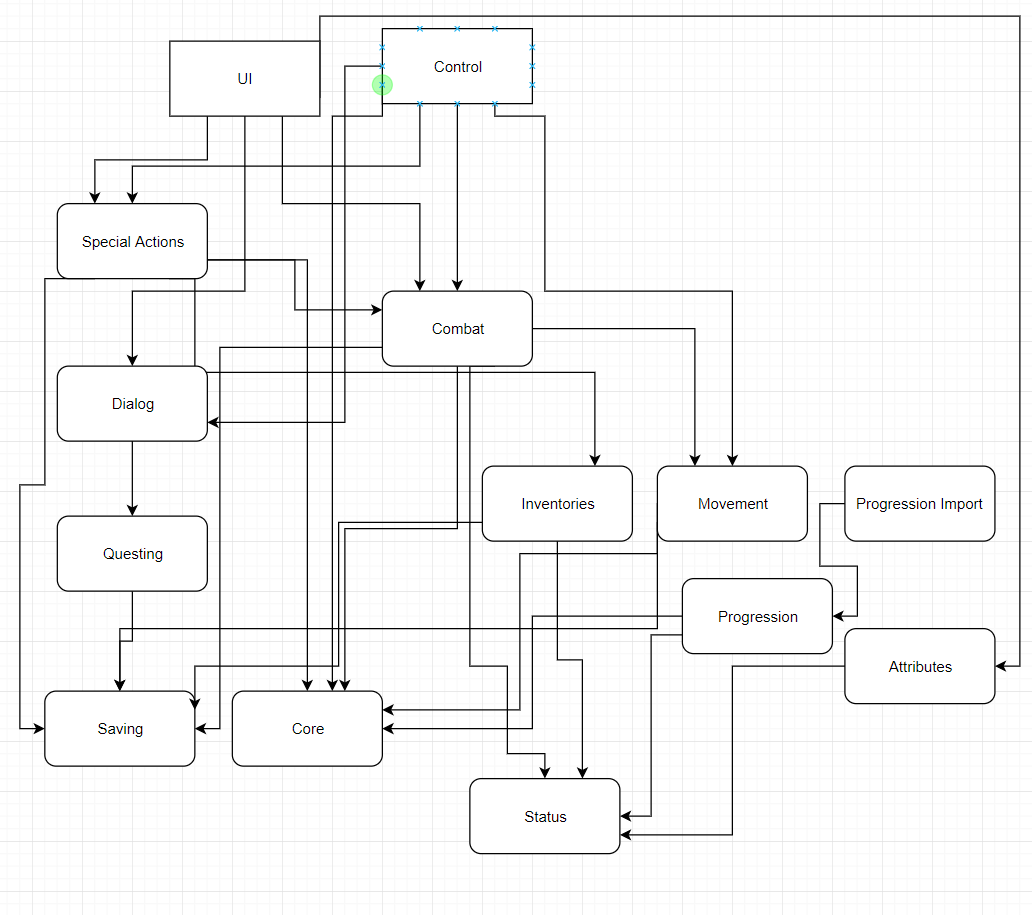
# Architectural Design

## Conceptual Architecture

The main design architecture is Layer Arcitecture. Each layer of the layered architecture pattern has a specific role and responsibility within the application. For example, a presentation layer would be responsible for handling all user interface and browser communication logic, whereas a business layer would be responsible for executing specific business rules associated with the request. Each layer in the architecture forms an abstraction around the work that needs to be done to satisfy a particular business request. For example, the presentation layer doesn’t need to know or worry about how to get customer data; it only needs to display that information on a screen in particular format. Similarly, the business layer doesn’t need to be concerned about how to format customer data for display on a screen or even where the customer data is coming from; it only needs to get the data from the persistence layer, perform business logic against the data (e.g., calculate values or aggregate data), and pass that information up to the presentation layer.

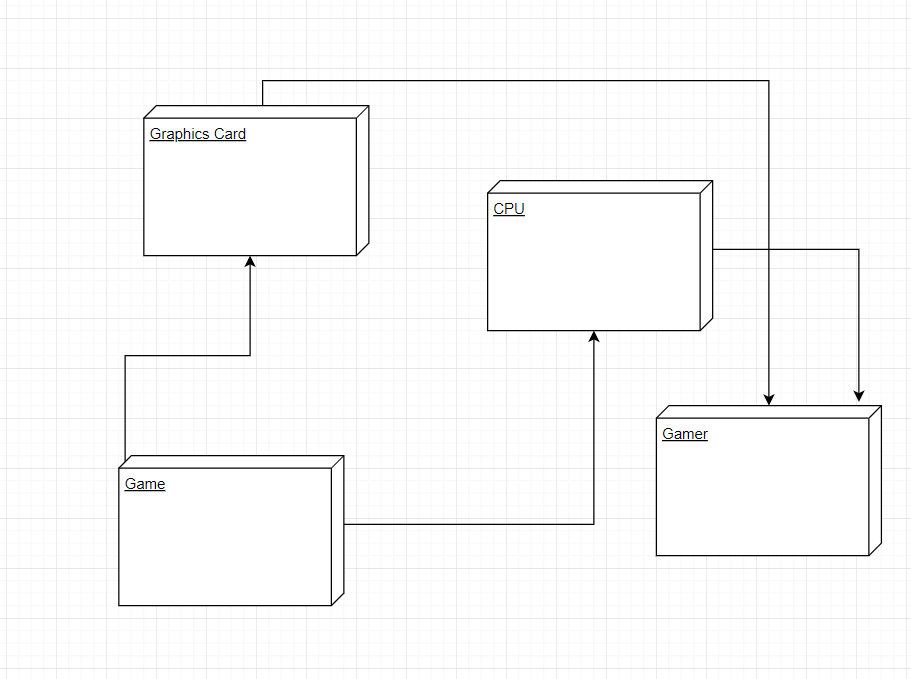
Every class is placed in the right package.Program made in Unity is made with Scripts amd a lot of prefabs and animations.

## Be Package Design



This is the Component Diagram where should be all the components and the program should

Component and Deployment Diagrams



# This is the Deployment Diagram.The game will run and there will be two part:the CPU part and GPU part.In this scene will enter the graphic pipeline where it starts it the indexes of every vertex of every model.On these vertexes will be applied some operations on these.After all these operations will be the Clipping and Mapping part where the image will be clipped after the view part(camera).Then will come rasterization and there are two processes:the triangle setup and triangle traversal.And after that it comes all pixels.The final part is Pixels Processing where are the operations on every pixels.

The graphic card should make a bottleneck and run at 70~99% and leave for CPU up to a maximum of 80%(it depends of the game and requirments).Then all the images are made by the graphic card and all the logic is made by the CPU.After that these comes to the game who playes the game.

# Elaboration – Iteration 1.2

# Design Model

## Dynamic Behavior

*[Create the interaction diagrams (1 sequence, 1 communication diagrams) for 2 relevant scenarios]*

## Class Design

*[Create the UML class diagram; apply GoF patterns and motivate your choice]*

# Data Model

*[Create the data model for the system.]*

# Unit Testing

*[Present the used testing methods and the associated test case scenarios.]*

# Elaboration – Iteration 2

# Architectural Design Refinement

All the choices has been said upper when I described the Architectural pattern and the diagrams.

# Design Model Refinement

## *[Refine the UML class diagram by applying class design principles and GRASP; motivate your choices. Deliver the updated class diagrams.]*

# Construction and Transition

# System Testing

The testing part will be maid by testers,actually gamers that I hope that won’t find bugs and glitches.If these anomalies will be found they will be repaired thet the game will be playable.

# Future improvements

AI system should be improved and then the graphics part.For later we will introduce a lot of new prefabs models for a better quality.

# Bibliography