Game Production MGMT50036
Technical Design Document
Level Design Document

Due Date:

- SLATE

Exercise Type:

- Team Assignment

Submission:

- Your submission must be through SLATE
- All documentation must be submitted as a PDF

Summary:

- Generate a TDD and LDD for your capstone.

Exercise:

TDD
- A Technical Design Document (TDD) can help you define a system for any application.
- When a team member requests a feature for a game a TDD should be completed which outlines what you will work on.
- This document can be signed off and implementation starts.
- By creating a TDD you can also focus on scheduling (since you know how much work you will need to do).

- Each programmer should be capable of creating a 1-2 page TDD that outlines a system that will need to be created for your capstone.
- You must work with the designers of the team to determine any features they may require (or if you already know a system that will need to be implemented you can use this).

LDD
- Your Capstone will officially start in a month and a half, it's time to figure out what you will do!
- Most of our successful capstones have focused on one level which highlights the core mechanics of the game – **Vertical Slice**
    - By doing this you can show a possible publisher the core mechanics of your game to get funding
    - These projects have also been able to focus on one level to make it perfect and then produce other levels because of the solid design.

- The designers must focus on a LDD for their capstone.
- Use your GDD and discussions with your capstone team to determine what you will implement for your Vertical Slice (Capstone project)
- Please feel free to consult Jeff on your LDD

Rubric:

LDD	5.00	/	5.00
TDD	5.00	/	5.00
Total Assessment	10.00	/	10.00
Final Evaluation	20.00	/	20.00