

Warehouse Escape

Technical Design Document

Version 1.0

Date: 12/08/2016

File formats:

- Sprites and Animations – PNG
- Audio – WAV
- Final build - Exe

Acceptance Test Plan:

1. Can the player win?
2. Can the player lose?
3. How long has the current attempt been in process?
4. How can I identify my entity?
5. How can I identify enemies?
6. Do the controls move the player in the right direction?
7. Does the player get reset when they hit a wall?
8. Does the player get reset when they hit an object?
9. Does the player explode when they crash?
10. Does the player get reset when they are captured?
11. Can the player see their goal destination?
12. Can the player shoot?

Naming Schemes:

- Camel Case
 - Class members > m_Health
 - Enums > e_Rank
- Static values will be all uppercase > ATTEMPTS

Debug Features:

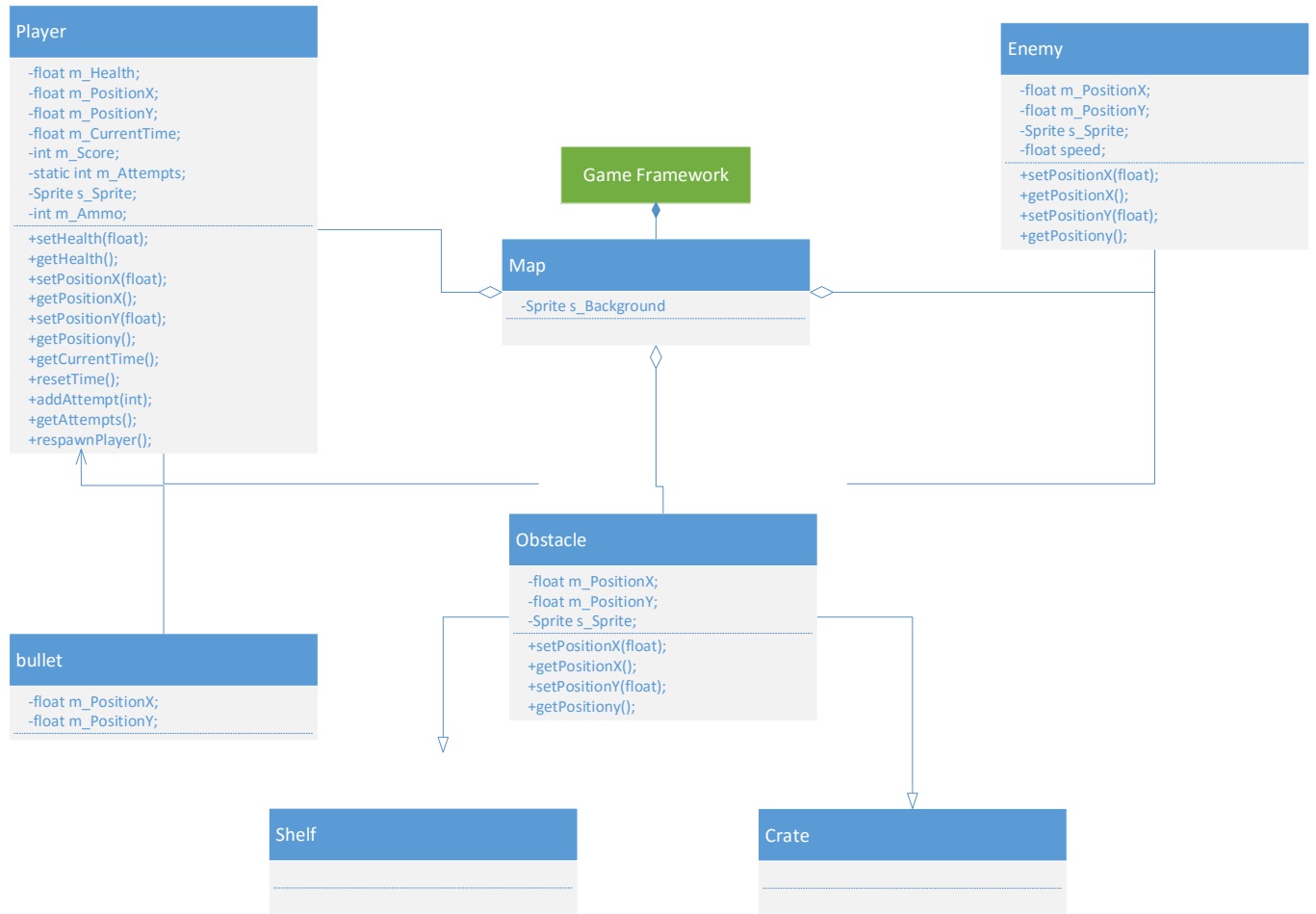
- Freeze simulation
- Display current frame
- Display number of alive and dead entities
- Set simulation speed.

Technical Algorithms:

- Vector – to store player ammo.

Game Programming: Technical Design Document

UML Diagram



State Diagram:

