# Technical Design Document (TDD)

## **PORT 1 - CIS5014**

version 1

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Version 1

**TDD Outline**

**Table of contents**—

**Development Requirements** —

* **Development** — Unity 2022.3.9f1, Visual Studio 2019
* **Game Engine**— Unity 2022.3.9f1
* **2D/3D Software** — Photoshop 2024, 3Ds Max, Krita 5.1.1
* **Project Management** — The whiteboard in my room.
* **Sound Software** — Audacity 3.4.2
* **Video Software** — OBS 29.0.0, Microsoft Clipchamp

**Asset Specifications**

All 3D assets were exported as fbx files. All texture maps were exported as png files. The poly count restrictions for the 3D assets was 20,000 and in total 1.406 were used.

**File Naming Convention** —

Asset files:

* 3ds max files: all lowercase
* Photoshop files: lowercase title + “norm” / “diff”
* Diffuse maps: lowercase title +” diffuse” + version number
* Normal maps: lowercase title + “normal” +version number
* Sound files: lowercase title + “sound” + version number

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| **Terminology:**  The terminology here is based on that used by Douglass in [Doing Hard Time](https://www.amazon.co.uk/Doing-Hard-Time-Developing-Addison-Wesley/dp/0321774930). Architectural design refers to the structural relationships between classes represented using Class and Package diagrams in UML. Mechanistic design refers to the interaction of runtime entities in performing particular behaviours represented using sequence diagrams. Finally, detailed design is reserved for complex sequences of actions (Activity Diagrams) or state changes (State Chart Diagrams) performed by individual objects. |