Lantern Game

GAM200 Technical Specification

Sophomore Game Project

Fall 2023

Team Vyv

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| --- | --- |
| Programmers: | Designers: |
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(contents)

# **Architecture Overview**

(minor header)

(big list)

# **Graphics Overview**

**Graphics API:** *(name and version)*

*(insert pipline table, see sample)*

**Image Loading:** *(modify if needed)*

**Animations:**

**Particle System:**

# **Physics Overview**

## *Subsystem 1 (Kinematics for example)*

## *Subsystem 2 (Collision for example)*

# **Player Controls**

**Implementation:**

# **Behavior**

**Any Specific Components (ie player):**

**(see sample for more deets)**

## **Debugging**

**IMGUI:**

**Assertions:**

**Console and File Logging:**

**Debug Drawing:**

# **Coding Methods**

**File Naming Conventions:**

**Code Naming Conventions:**

**Styling:**

**Guidelines:**

**Patterns:**

# **Version Control**

**Git:**

**SVN:**

# **Tools**

**Libraries**

**Other Tools (valgrind, cmake, etc)**

# **Editor Implementation**

**In-Game Value Editing: (imgui)**

# **Scripting Languages**

(we just use c++ lol don’t touch this ill fix later)

# **Technical Risks**

**TYLER THIS IS YOU BRO**

# Appendices

## Appendix A: Art Requirements

Describe the requirements for all art assets used in the game, including file naming conventions, file format(s), and anything else needed to create the assets.

Describe the process by which new art assets will be incorporated into the game (AKA “art pipeline”). Note, for teams with BFA students, this process ***cannot*** require the intervention of a programmer after Week 6 of the semester.

Describe the source or sources of all the art in your game (programmer art, DigiPen libraries, BFA students, etc.). Remember that you must create all your own art (or use DigiPen libraries). You cannot use your friends, family members, public domain material, etc. You can use art from other students not on your team (but you must give them credit). You can never use outside artists at all.

## Appendix B: Audio Requirements

Describe the requirements for all audio assets used in the game, including file naming conventions, file format(s), and anything else needed to create the assets.

Describe the process by which new audio assets will be incorporated into the game (AKA “audio pipeline”). Note, for teams with BAMSD students, this process ***cannot*** require the intervention of a programmer after Week 6 of the semester.

Describe the source or sources of all the audio in your game (programmer audio, DigiPen libraries, other students, etc.). Remember that you must create all your own audio (or use DigiPen libraries). You cannot use your friends, family members, public domain material, etc. You can use audio from other students not on your team (but you must give them credit). You can never use outside musicians at all.