GAM 150

Project I

Week 1

Technical Design Document
(TDD)

What is a TDD?

- Document to communicate technical information:
  - Game
  - Engine
  - Tools
  - Backend
  - Automation, CI / CD
  - …

What information ?

- Technical features
- Technical limitations
- Coding & Naming conventions
- Technical risks

Elements of a TDD : Budgets

- CPU
- RAM
- VRAM
- Physical memory size

Elements of a TDD: Core Tech

- Core technology choices & details:
  - AI
  - Graphics
  - Physics
  - Sound
  - Etc.

Elements of a TDD: Gameplay

- Game technology choices & details
  - Game mechanics
  - Inventory
  - UI
  - Etc.

Elements of a TDD: Risks

- Top Technical Risks
  - Identify the top technical risks
  - Propose solutions
  - Find contingency plans

Questions ?