Technical Design Document :

Release Winner Insanjaya_BGS V1.1.0 · winnerinsanjaya/Winner-Insanjaya_BGS (github.com)

Dear Blue Gravity Studios,

In working on this task, from the beginning I focused on making it modular. by researching what is needed for it, and starting with making a Technical Design Document to make my work more efficient.

in every function or script I avoid too many public variables too, to make it more secure. to support the modularity, there I use a lot of data structures, which is difficult at first, but believe me it will be more fun in the end. and in the end all the core mechanics have been completed in 10 hours. the rest? I added the cloud data saving feature, because I saw a project belonging to Blue Gravity Studio which is almost parallel to this task. namely little sim world, the difference is that I didn't have time to add the multiplayer features, because my sister was sick, and required myself to take care of her.

For the additional features themselves, there are at least 5, namely :

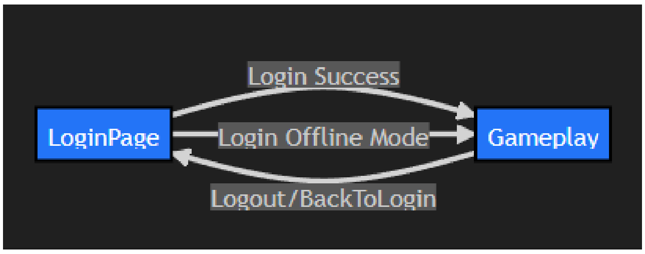
- **Offline & Online Mode (data saving).**
  So users can choose to play games stored in the cloud or offline.
- **User Authentication System.**
  Here I use Playfab from microsoft.
- **User Login, Register, & forgot password.**
  This is a cool feature of Playfab itself.
- **Cloud Data Storing (PlayFab)**
  So I store data in the form of data structures serialized to JSON, so in the cloud the data is in the form of strings.
- **Save The Lastest Equiped Items (save in the cloud)**
  So when the user logs in anywhere, the clothes worn will be the same as the last time they were worn.

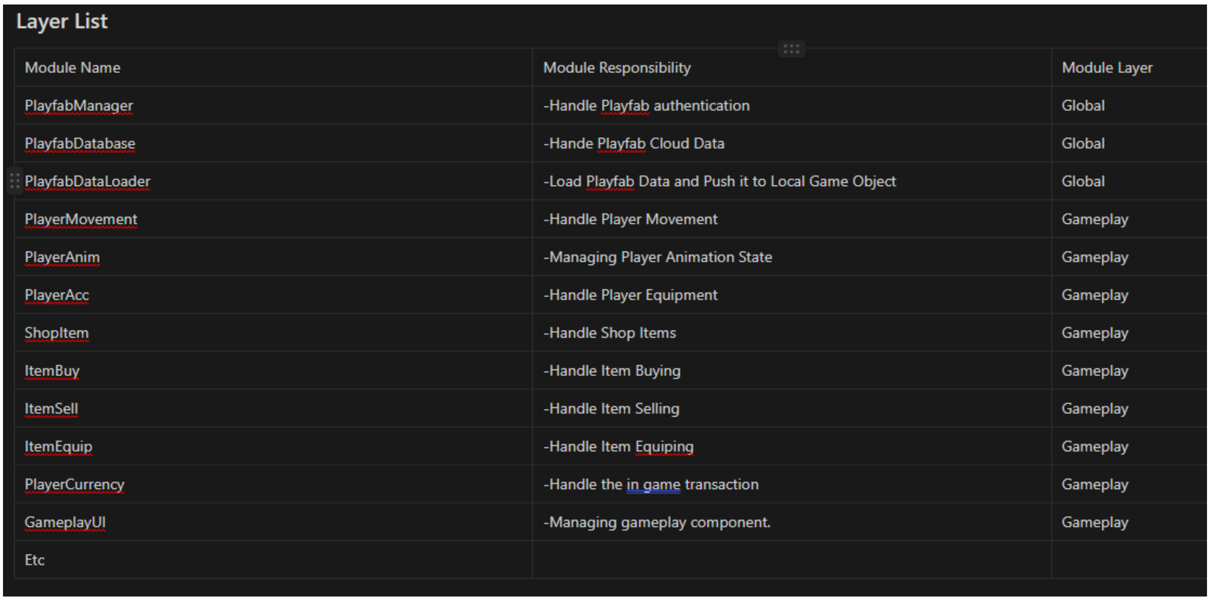
Oh one more, in addition, I used 2D sprites with 3 stacks of layers there, so it will be more pleasing to the eye. and don't forget that my time is also consumed to make the UI sprite itself.

Yes, maybe that's all I can explain at this time, if you want to listen again, I will tell you more when I become your co-worker. see you at work later.

Regards,

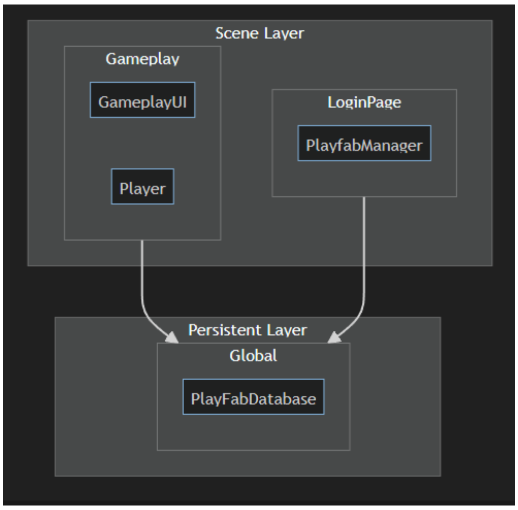
Winner Insanjaya

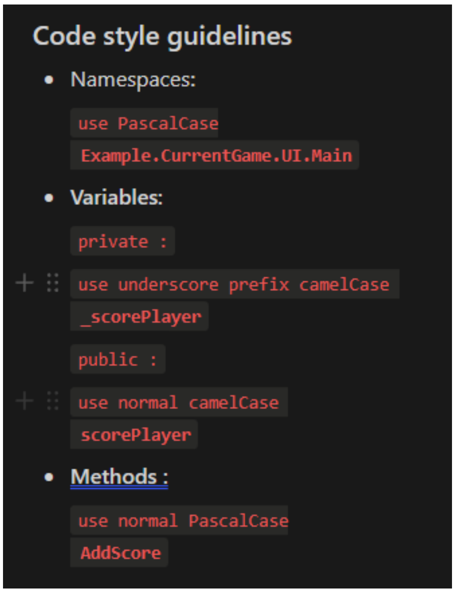




Layer List

Module Name	Module Responsibility	Module Layer
PlayfabManager	-Handle Playfab authentication	Global
PlayfabDatabase	-Hande Playfab Cloud Data	Global
PlayfabDataLoader	-Load Playfab Data and Push it to Local Game Object	Global
PlayerMovement	-Handle Player Movement	Gameplay
PlayerAnim	-Managing Player Animation State	Gameplay
PlayerAcc	-Handle Player Equipment	Gameplay
ShopItem	-Handle Shop Items	Gameplay
ItemBuy	-Handle Item Buying	Gameplay
ItemSell	-Handle Item Selling	Gameplay
ItemEquip	-Handle Item Equiping	Gameplay
PlayerCurrency	-Handle the in game transaction	Gameplay
GameplayUI	-Managing gameplay component.	Gameplay
Etc		





Code style guidelines

- Namespaces:

  `use PascalCase`
  `Example.CurrentGame.UI.Main`

- **Variables:**

  `private :`

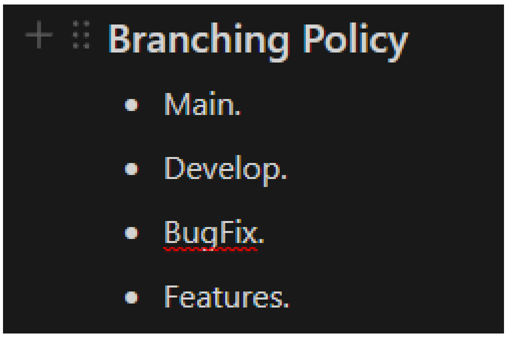
  `use underscore prefix camelCase`
  `_scorePlayer`

  `public :`

  `use normal camelCase`
  `scorePlayer`

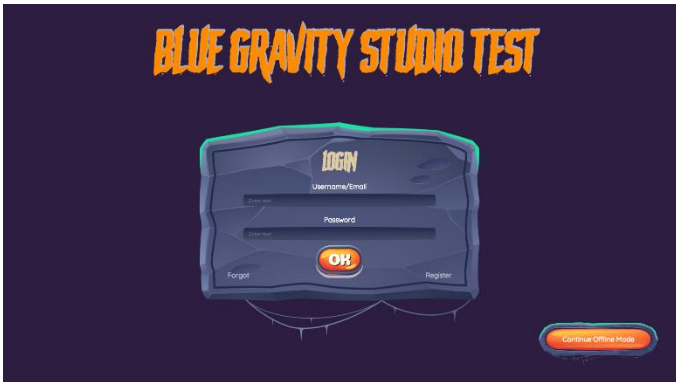
- **Methods :**

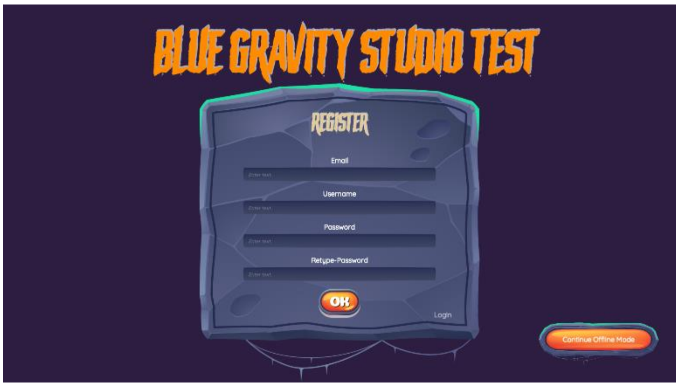
  `use normal PascalCase`
  `AddScore`

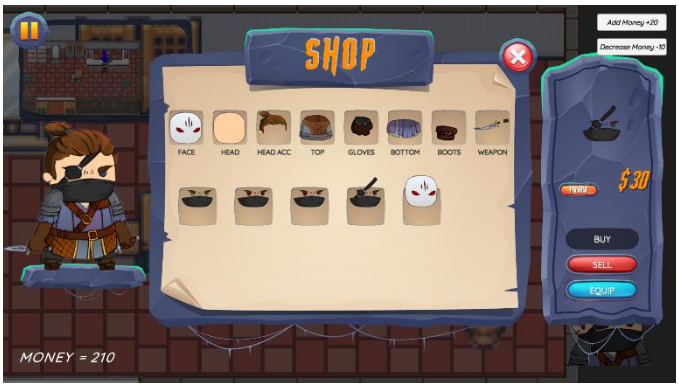


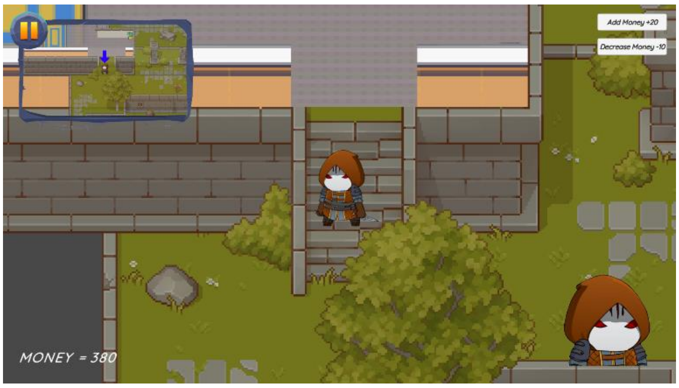
Branching Policy

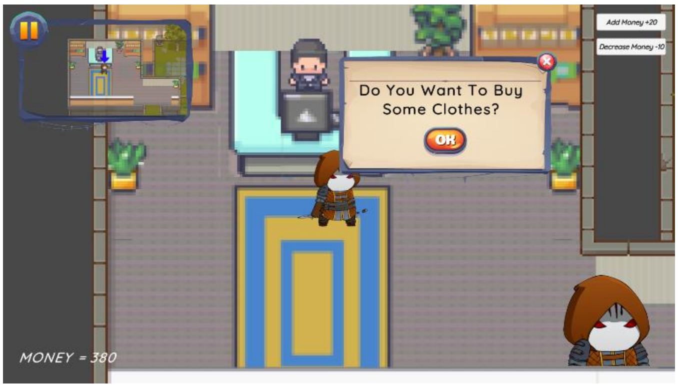
- Main.
- Develop.
- BugFix.
- Features.

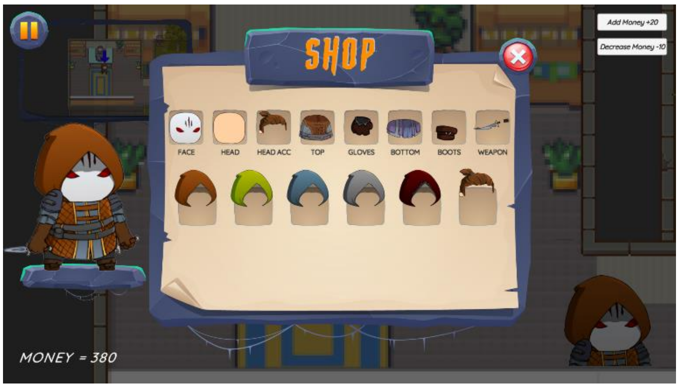


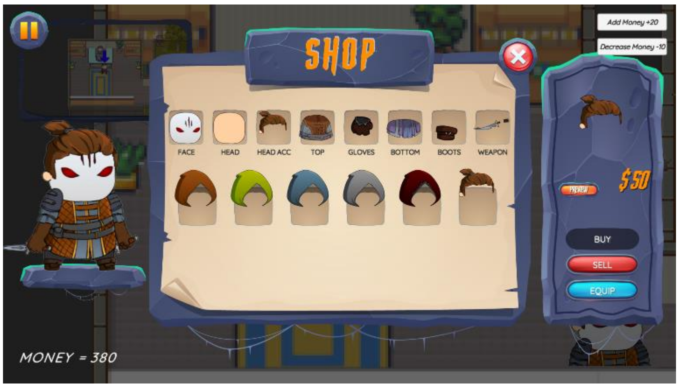


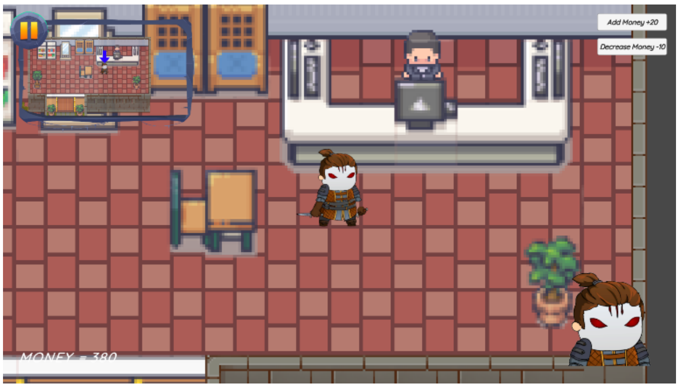





Do You Want To Buy Some Clothes?


SHOP
FACE
HEAD
HEAD ACC
TOP
GLOVES
BOTTOM
BOOTS
WEAPON
Add Money +20
Decrease Money -10
MONEY = 380


SHOP
FACE
HEAD
HEAD ACC
TOP
GLOVES
BOTTOM
BOOTS
WEAPON
$50
BUY
SELL
EQUIP
Add Money +20
Decrease Money -10
MONEY = 380


Add Money +20
Decrease Money -10
MONEY = 380