

# **Game Design & Development II**

## **CGR 200**

### **Professor Morrison**

## **Technical Design Document Requirements**

### **Purpose**

This document is only intended to assist the technical department of the development team. However, it is not just the Technical Director that should have knowledge of the various technical aspects of the game. For instance, the Art Director should discuss the maximum polygon counts and supported texture sizes for 3D games. In the case of 2D games, the Art Director might discuss the memory map of sprites. The Product Manager should have an idea of the system requirements (i.e. supports video card X, Dolby 5.1, etc); especially useful when the time comes to answer questions from the media. And the Game Designer should make certain that his or her design department's vision can still be achieved with whatever constraints are enforced by the Technical Director. If not, a compromise must be found.

### **Instructions**

Create a Technical Design Document (TDD) that exhaustively describes all technical aspects of the game. Topics that you should consider covering include, but are not limited to:

- Requirements
- Interaction between objects, functions, and data.
- Coding conventions
- Descriptions and benefits of the used technologies.
- List of all structures, variables, and function prototypes.
- Assignment of work.
- Describe file types and layouts.
- System requirements and dependencies.
- Future considerations/Uncertainties.

Be certain to include a very detailed GANTT chart. By the time you are finished with this particular document, there should be no question as to what everyone on the development team needs to do to complete the game. In fact, the transition between TDD and FFP should be relatively simple because all functions, data structures, etc should be mapped out. It should simply be a matter of translation from text to code.

Make your document look sharp. This does not have to be decorated as if it were intended to interest potential investors. However, it should still be easy to find information (i.e. TOC a must).

Submission should include two copies of the GDD – one copy is for evaluation and will be returned to you; the second copy will not be returned and will be used for upcoming classes.

### **Scoring**

Scoring is based on the following criteria:

- Are all topics covered, as described above?
  - To what degree is each topic described?
- Assignment of tasks clear?
  - Does GANTT chart show responsibilities?
- Subjective
  - The evaluator's personal opinion on the feasibility of the title.