

**Game Design & Development III**  
**CGR 255**  
**Professor Morrison**  
**Technical Design Document**

**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. The Product Manager should have an idea of the system requirements (i.e. supports video card X, Dolby 5.1, etc) when answering 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:

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

**Scoring**

Scoring is based on the following criteria:

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