Technical Manual

[Game Title]

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| --- | --- | --- |
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# INTRODUCTION

[Add introduction text here]

Include game design strategy and overview.

# aidRunner.fla

## [Object Name]

[Add description of the object here]

## [Object Name]

[Add description of another object here]

[Add more object sections as necessary]

# Main.as

## Variables and Constants

[Add description of variables and constants here]

## [Function1]

[Add description of function here]

## [Function2]

[Add description of function here]

[Add more function sections as necessary]

# Level1.as

## Variables and Constants

[Add description of variables and constants here]

## [Function1]

[Add description of function here]

## [Function2]

[Add description of function here]

[Add more function sections as necessary]

# [Other Actionscript File]

## Variables and Constants

[Add description of variables and constants here]

## [Function1]

[Add description of function here]

## [Function2]

[Add description of function here]

[Add more function sections as necessary]

# Future work

[Add future work text here]