Technical Manual

[Game Title]

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# INTRODUCTION

Provide a brief description of the game, the goals, how it works. Not many details are required because the User Manual will explain all of this in greater depth.

# GAME Concept

Describe the game’s genre, mechanics, and story. This description should include the world, characters, and quest of the game story; the rules, environment, actions, chance, and skills, which comprise the mechanics of the game; and how everything comes together to support the unifying theme.

# Sprites

Use at least one paragraph to describe each of the important sprites that implement the game. For each sprite state its (i) name, (ii) purpose, (iii) behaviour, (iv) variables, (v) messages it receives, and (vi) interaction with other sprites. Be sure to justify your design decisions.

# The Stage

In one or two paragraphs, describe the behaviours, messages, and actions performed by the stage. E.g., in the Brick Breaker game the stage runs the main event loop, manages the sound effects, and keyboard events. Be sure to justify your design decisions.

# High-level Overview

Use a couple paragraphs to describe the high-level interaction between the sprites and stage described in the previous two sections. This section is intended to bring together the descriptions from the preceding two sections. You may also wish to talk about all the global variables in your program and how they are used. Be sure to justify your design decisions.

# Important Scripts

Use a couple paragraphs to describe the scripts associated with the sprites and the stage. Feel free to include the code in this section and refer to it. Use screen capture to copy code and import them into this report. Be sure to justify your design decisions.

# Artwork and Sound

Use a couple paragraphs to describe the artwork and sound in the game. If you used stock art or sound from existing libraries, cite the sources. If you developed your art or sound work, explain your design decisions.

# Play Testing

Use a couple paragraphs to describe what play testing you did and what you learned. What improvements are/were needed and which improvements should take priority.

# Future work

Describe what could be done to expand this game. If you have any errors that you could not fix, use at least one paragraph to explain each of these.