**Super Pong**

***Technical Design Document***

**Introduction**

This document is the Technical Design Document for the game *Super Pong*. It will specify the development environment, platform, operating system, programming languages(s), and the deployment/production environment, platform, operating system, hardware peripherals, used in creating the game.

**Development System Overview**

**Architecture:** Development will be performed on the x86 platform under Microsoft Windows Vista.

**Environment:** The programming environment shall be Microsoft Visual Studio using the C# programming language under the .NET framework.

**Deployment Systems Overview**

**Architecture:** The game will run on the x86 platform and will be packaged and targeted for Microsoft Windows Vista and Windows 7. Once the game establishes a market, it can be ported to the x86 Linux platform.

**Equipment:** The game will be controlled by keyboard or joystick with the latter being the primary and preferred method. While the game targets systems with higher end sound and video performance, it will perform well on the standard audio/video equipment established by the industry.

**Development Methodology**

Since a small team will do development of this game, the methodology used will be a hybrid model combining Object Oriented Programming (OOP) with elements of Extreme Programming (XP) and the Unified Modeling Language (UML).

**Super Pong**

***UML Diagram***

