



# SOFTWARE DESIGN SPECIFICATION

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#	Item Description	Team Members				Weekly Number									
		Adam	Anthony	Jason	Nick	1	2	3	4	5	6	7	8	9	10
<b>1</b>	<b>Research</b>														
1.1	Research OpenGL	1	1	1	1	4									
1.2	Research GLUT	1	1	1	1	4									
1.3	Research SDL	1	1	1	1	4									
<b>2</b>	<b>Setup Game Environment</b>														
2.1	Setup Display Functions	3	5	3	3		7	7							
2.2	Setup Input Functions	3	5	3	3		7	7							
2.3	Setup Sound Functions	3	5	3	3		7	7							
<b>3</b>	<b>Gameplay</b>														
3.1	Character Movement	5	5	5	5				2	5	5	5	3		
3.2	Scenery	5	5	5	5				2	5	5	5	3		
3.3	Enemies	5	5	5	5				2	5	5	5	3		
<b>4</b>	<b>Extra Game Functionality</b>														
4.1	New Game	2	2	5	2									6	5
4.2	Load Game	2	2	5	2									6	5
4.3	Save Game	2	2	5	2									6	5
<b>5</b>	<b>Documentation</b>														
5.1	User Manual	2	2	2	2										
5.2	Help	2	2	2	2										
<b>Individual Weekly and Hourly Totals</b>		<b>37</b>	<b>43</b>	<b>46</b>	<b>37</b>	<b>12</b>	<b>21</b>	<b>21</b>	<b>6</b>	<b>15</b>	<b>15</b>	<b>15</b>	<b>9</b>	<b>18</b>	<b>15</b>

  

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