Table of Contents

Requirements Gathering

The Mud Engine will need several items in order to be compiled and ran.

- Microsofts .NET Framework 2.0
- Microsofts .NET Framework 3.5
- Mono Framework 2.4
- Visual C# 2008
- SMS Library
- Managed Scripting Library

Microsofts .NET Framework will be the Framework used on Windows Machines. .NET comes standard with all new computers and is easily downloaded from Microsoft if the required version is not available on the users machine. For the most part, the users building a game with the engine will undestand how to download the required version of .NET thus the reason 3.5 is required to be used for the engine and designer. The final Runtime will use 2.0 and as that is supported with Windows XP and later OS's allowing most users wanting to play the games developed with the designer the ability to just download the game and play.

The Mono Framework is being used for cross-platform functionality. The Designer & Engine will be released on the Mono platform for Linux, Mac and possibly iPhones.

Design

The Mud Designer Game Engine is broken down into two different pieces of software. The first being the Mud Game Engine, which will handle all of the game objects, environments, interactions, commands, movements and networking. The Mud Designer will be used to create the content for the game. The Game Engine can be used to create complete games without ever using the Designer, as the objects are built within the engine. The Designer just provides a graphical approach to creating engine objects. This section of the document will break down the design of each product independently.

Mud Game Engine

Coding and Software Design Practices

Tools and Languages

Areas of Change

Quality Assurance and Testing

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