**Software Implementation and Testing Document**

**For**

**Group 7**

Version 1.0

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# Programming Languages (5 points)*.*

C# : using it because we are using Unity.

# Platforms, APIs, Databases, and other technologies used (5 points)

Unity: we chose to work with unity because we were all most familiar with it in regards to game engines.

# Execution-based Functional Testing (10 points)

N/A - no testing because we just began coding

# Execution-based Non-Functional Testing (10 points)

N/A - no testing because we just began coding

# Non-Execution-based Testing (10 points)

N/A - no testing because we just began coding