Software Implementation and Testing Document

For

Group 14

Version 1.0

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1. Programming Languages (5 points)
Since we are using Unity, we are programming in C#.

2. Platforms, APIs, Databases, and other technologies used (5 points)
We used Unity and its built-in features to create the game then used the https://itch.io/ platform to create a playable link.

3. Execution-based Functional Testing (10 points)
We all have been contributing to adding the functional requirements. Whatever requirement we are working on, we test it on our own before pushing. If any bugs are discovered after pushing, we let everyone know through Discord and whoever was working on it fixes it then re-pushes.

4. Execution-based Non-Functional Testing (10 points)
We tested the non-functional requirements once the game was complete and all of the elements were in-game.

5. Non-Execution-based Testing (10 points)
We mainly relied on execution-based testing.