**Software Implementation and Testing Document**

**For**

**Group <17>**

Version 1.0

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# Programming Languages (5 points)

The main programming language we are using is JavaScript, this is for all our class files and scripts that are run on our index.html page. We are using an html file, but it is exclusively to run the JavaScript code. The reason we are using this language is to use the Phaser JS API to create our game.

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

Phaser.js (JavaScript HTML 5 Game Framework)

# Execution-based Functional Testing (10 points)

We have not done any extensive functional testing as we are still in the process of developing a working game system. We are currently trying to fine-tune the movement of the game and develop a working graphical interface to accurately show the movement of the player and the collisions with the surrounding landscape. We are also trying to make sure all of us can start up the environment and the instructions to do so are clear and correct.

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

Our only non-functional requirement is functionality on various web browsers. Our group has thus far used multiple browsers, and they have run identically (Chrome, Firefox, Microsoft Edge, etc.).

# Non-Execution-based Testing (10 points)

While working in groups we did a lot of pair programming where two people would work on the same branch at the same time. There was discussion around what we wanted to be implemented and how would be the best way to do so. After completion of features, we would review the code at time of push.