**Software Implementation and Testing Document**

**For**

**Group <17>**

Version 3.0

**Authors**:

Aamir Baloch

Blake Barth

Jacob Copham

Joshua Krug

Ethan Lin

# 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 done lots of functional testing as we have been developing the game system. Our last bit of testing was trying to fine-tune enemy behavior and allow for puzzles to be solved. We all had a task to do that was functional and could be done at the current stage and in conjunction with others.

# 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.