

Software Implementation and Testing Document For

Group 11

Version 1.0

Authors:

Carly Sweeney

Maddy Burns

Miranda Arnold

1. Programming Languages (5 points)

We are using C# because it is the default language used in Unity. C# is similar to C++ which we are all proficient in, and one of us has taken a C# class.

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

We are using Blender to 3D model the wizards in the game and we are using Unity for all other game aspects.

3. Execution-based Functional Testing (10 points)

We tested the functional requirements by doing a run-through of the game. We currently satisfy the following requirements:

1. The player must be able to move in four directions (up, down, left, right) using keyboard arrow keys or WASD
2. The player can jump using space bar and sprint using shift
3. The player must be able to explore the game world
4. The player must be able to press a key and interact with NPCs (HIGH)
5. The NPCs must have dialogue boxes
6. The player must be able to start a puzzle
7. The player must be able to interact with the puzzle and complete it

4. Execution-based Non-Functional Testing (10 points)

We have not specifically tested for non-functional requirements, but during our test of the game we noticed that there is some lag for the player which we will continue to improve. Additionally, as of right now the game does not crash while running.

5. Non-Execution-based Testing (10 points)

For this increment we reviewed the code for the NPC interaction and the code for the sliding puzzle. We went through each other's code and reviewed the functionality and quality.