**Software Implementation and Testing**

**Document**

**For**

**Group 11**

Version 1.0

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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.

1. **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.

1. **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 interact with NPCs
5. The NPCs must have dialogue boxes
6. **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.

1. **Non-Execution-based Testing (10 points)**

We have not completed any non-execution based testing at this time because we have been developing the art and modeling aspects of the game, but we are starting to add code features now and will review code in the next increment.