ColorCube
Executive Summary

Purpose

        ColorCube is a puzzle game that aims to teach you colors using basic colors and different shapes. As a puzzle, this game not only try to teach you the colors as they are presented, but it also includes different puzzle that is necessary an understanding of the colors and the behavior of each shape that is presented to the gamer. Therefore, by solving problems our goal is to teach the colors by problem solving. *ColorCube* was created to help people that has difficult to learn colors or people that has some disabilities to distinguish colors.

Design

- ❏ As a game, *ColorCube's* is based into the Unity game engine infrastructure. Even though, unity is notable for its ability to target games to multiple platforms.

Verification

- ❏ As part of the verification of the game, we used a few different sets of tests. However, with Unity's design we focused on run-time testing vs unit tests.
- ❏ Some of the test cases that we made
    - ❏ Unit Test: a few basic asserts
    - ❏ Integration test
    - ❏ Performance Test

Conclusion

To build *ColorCube* we have to challenged ourselves in many different ways. As the main goal, we need to learn to develop a game since the concept until a real game and real usage state. We have some issues during the process, like making the Unit Testing and sometimes problems with the game itself.

ColorCube

Executive Summary (outline)

Purpose

- game introduction
- objectives and goals
- motivation

Design

- Software structure
- class diagram
- complexity
- cohesion
- extensible
- grammar rules

Verification

- Tests units
- test list
- check-list de todos testes

Conclusion

- Brief explanation of the goals that we've achieved.