Development Environment

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IDE/ Tools/ Libraries

In the development of "A Blocky Start," our team has strategically chosen a set of development tools and programming languages to ensure the production of a high-quality Java desktop application compatible with Windows 10. Our primary Integrated Development Environment (IDE) is Eclipse, selected for its widespread popularity in the Java development community and its extensive support for plugins, which significantly enhance our ability to code, debug, and test efficiently. The language we have chosen to program our application is Java, a choice motivated by its platform independence and strong library support, which will result in a smooth development process. For documentation purposes, we are utilizing Javadoc, which enables us to create comprehensive and maintainable documentation for our code, improving its readability and long-term project sustainability. To ensure the reliability and functionality of our application, we will be using JUnit for testing, a leading unit testing framework for Java programs. This framework allows us to conduct rigorous tests, guaranteeing our application meets its functional requirements. The combination of Eclipse, Java, Javadoc, and JUnit forms a solid foundation for developing "A Blocky Start," aiming to deliver an educational game of exceptional quality for Windows 10 users.