**Software Implementation and Testing Document**

For

Group <7>

*Version 1.0*

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* 1. Programming Languages (5 points): List the programming languages used in your project, where you use them (what components of your project) and your reason for choosing them (whatever that may be).
  + We’re using C# for this project, since it’s the recommended language when programming for the Unity game engine. The language is used to create scripts that are attached to the game objects.
* 2. Platforms, APIs, Databases, and other technologies used (5 points): List all the platforms, APIs, Databases, and any other technologies you use in your project and where you use them (in what components of your project).
  + We’re using the Unity game engine and scripting API for gameplay and UI
    - Unity handles the databases for us, so we don’t use external systems for this
  + FL Studio to create sound effects and music for the levels and UI