**Software Implementation and Testing Document**

**For**

**Group <7>**

Version 1.0

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# **Programming Languages (5 points)**

We are 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.

# **Platforms, APIs, Databases, and other technologies used (5 points)**

* We are 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

# **Execution-based Functional Testing (10 points)**

Not required for increment 1.

# **Execution-based Non-Functional Testing (10 points)**

Not required for increment 1.

# **Non-Execution-based Testing (10 points)**

Not required for increment 1.