Software Implementation and Testing Document

For

Group <12>

Version 1.0

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1. Programming Languages

We are using the Unity engine to design the layout and overall functionality of the game. We are also using C# for scripting triggers, character/enemy movement, events, etc. The Unity engine is a powerful game development platform with an extensive library of tutorials, start-up applications, and readily available sprites. These tools will make game development fun and easier to understand.

2. Platforms, APIs, Databases, and other technologies used

We will use the Unity platform (C#) to build the maze game. Unity already provides the necessary tools for creating a leaderboard and hosting the game online. We will be using git for version control for our project and Visual Studio as an IDE to write our C# scripts.