**Software Implementation and Testing Document**

**For**

**Group 2**

Version 1.2

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# Programming Languages (5 points)

We have been using GDScript for programming the player controls, as Godot and C++ have not been as easily compatible as we’d like. (Z)

C# support is also only available on a separate version of the engine, which is another reason that GDScript was chosen. (J)

*List the programming languages use in your project, where you use them (what components of your project) and your reason for choosing them (whatever that may be).*

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

The game is being built in Godot, a game designer engine. (Z)

Godot supports its own native language, GDScript, which is fairly similar to C#. This is what the game’s code will be written in. (J)

Godot’s built-in map tools are being used to create the levels. (R)

*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).*

# Execution-based Functional Testing (10 points)

EMPTY FOR THE FIRST INCREMENT

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

EMPTY FOR THE FIRST INCREMENT

# Non-Execution-based Testing (10 points)

EMPTY FOR THE FIRST INCREMENT