Software Implementation and Testing Document

For

Group 19

Version 1.0

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1. Programming Languages (5 points)

Unity (C++/C#)

Used for: Game development, creating game mechanics, visuals, and integrating assets.

Reason for choosing: Unity is a versatile and widely used game engine that provides a robust framework for developing both 2D and 3D games. The C++/C# scripting capabilities of Unity allow for efficient and performance-tuned code.

2. Platforms, APIs, Databases, and other technologies used (5 points)
Platform: PC

Unity Engine
Used for: Overall game development, integrating the game mechanics, visuals, and animations.

Unity Asset Store
Used for: Sourcing potential assets, animations, and other necessary resources for the game.