**Software Implementation and Testing Document**

**For**

**Group 19**

Version 1.0

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# 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.*

# 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.*