**Software Implementation and Testing Document**

**For**

**Group 4**

Version 1.0

**Authors**:

Brenden G

Stephen J

Benjamin W

Logan L

# Programming Languages

*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).*

* Java
  + Java was chosen because most of the members of our group are familiar with it and it’s graphics and cross-platform features are perfect for our game.

# Platforms, APIs, Databases, and other technologies used

*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

*Describe how/if you performed functional testing for your project (i.e., tested for the* ***functional requirements*** *listed in your RD).*

# Execution-based Non-Functional Testing

*Describe how/if you performed non-functional testing for your project (i.e., tested for the* ***non-functional requirements*** *listed in your RD).*

# Non-Execution-based Testing

*Describe how/if you performed non-execution-based testing (such as code reviews/inspections/walkthroughs).*