**Technical Document - group 2**

**Interface type**

Viking fighter fits into the shareable interface because to be able to play this game in local multiplayer we need to have two controllers being able to send actions independently and simultaneously.

It can also fit into the multimedia interface due to having interactivity in graphics, sounds, text, and animation. Being in the multimedia interface it can also be a GUI interface.

**Peer review**

Since we have not gotten any peer review, there is no feedback to describe nor any solutions to give. But there are still things that can be better and improved on.

For example each character has a camera even though only one viewport is used. A solution would be to make a dedicated camera blueprint which gets both characters and positions the camera appropriately.

**System Testing**

Because of how the project is structured it is impractical to do unit tests therefore we have system testing. Tests include simulating key presses to see if character functions behave correctly. Character movement and attacking as well as the UI is tested though some parts of the test might need visual confirmation.

The movement is tested by sending an input action and checking if the character moves, a change in coordinates. Attack and hit is checked simultaneously by sending an input action and checking if the other player's health has decreased. The UI is checked by visual confirmation by watching the health bar decrease.

**Packaging**

When it comes to packaging we utilized Unreal Engine 5’s own packager. For deployment we used github, since we’re all comfortable with github this was easy and painfree.