Software Implementation and Testing Document

For

Group <30>

Version 1.0

Authors:
Griffin Guthrie
Javier Quiroz
Wesley Yawn
Chris Cocose

1. Programming Languages (5 points)
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).
- C# is used in our program since it is the default on Unity and many of us know how to use C#. Mostly used for writing scripts such as for moving the player character.

2. Platforms, APIs, Databases, and other technologies used (5 points)
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).
- Unity is used for a majority of our project such as for importing assets to use in our game or running the C# scripts we made. It is the basis upon which a lot of our program is built
- Aesprite for creating sprite art for the game for things like the player character.

3. Execution-based Functional Testing (10 points)
*Describe how/if you performed functional testing for your project (i.e., tested for the **functional requirements** listed in your RD).*
We performed functional testing on the movement system to get it in a better place than where we were in the last increment since the movement was a little buggy and we wanted to have a sprint.

4. Execution-based Non-Functional Testing (10 points)
*Describe how/if you performed non-functional testing for your project (i.e., tested for the **non-functional requirements** listed in your RD).*
We did not get a ton of non-functional requirements done but we did get most of the UI done the way we wanted and need to tweak certain things about it.
We also did test on the animations and sprite work that we did this increment.

5. Non-Execution-based Testing (10 points)
Describe how/if you performed non-execution-based testing (such as code reviews/inspections/walkthroughs).
We require that one person looks at the code before anyone merges it into main or anything and if there are bugs to then make an issue on github.