**Software Implementation and Testing Document**

**For**

**Group <30>**

Version 1.0

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# 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.

# 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.

# 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).*

Not required for Increment 1.

# 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).*

Not required for Increment 1.

# Non-Execution-based Testing (10 points)

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

Not required for Increment 1.