**Software Implementation and Testing Document**

**For**

**Group <Tanx>**

Version 1.0

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# Programming Languages (5 points)

We are using Javascript across our project with the Phaser interface. We chose this because we are not particularly well versed with game design and this is a developer-friendly tool that allows people with our experience level to build functional projects efficiently and in a straightforward manner. Their documentation and source code is found in github and they provide extensive support for starting the development.

This has changed from our initial plan of using C++’s SDL library, since we could get working quicker with Javascript. The main reason for this switch was the ease of starting up a project and getting the team on the same page. Additionally, the resources published online are a little more helpful for getting to know the system, as they are a little more modern and oriented for a project similar to ours.

# Platforms, APIs, Databases, and other technologies used (5 points)

We are using Phaser’s library to build our game in JavaScript. We chose this because of the simplicity to get it up and running. Instead of focusing on implementing a more difficult and complex system, we can get phaser running quickly and turn our attention to the small details that will make our game stand out.

We will be building the game’s menu and stage selection portions in HTML, so that the user can see a simple format that will plainly display the options moving forward. For simple elements, we have found this to be much more useful, as the design elements are very straightforward and easy to add.

We are using MAMP and XAMPP with Apache servers to host our testing and game design through our localhost. This allows us to have things working in a web browser without any extra costs or difficult steps.

We are sharing our progress on coding in GitHub to streamline working together with pulls and commits. For sharing the different files we are working on (like this file and other requirements), we are using google drive, as it allows simultaneous editing on documents.

We are also using Atom as our IDE because of its simplicity and usefulness across all of our intended uses.