

# **Software Implementation and Testing Document**

**For**

**Group 8**

Version 1.0

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### **1. Programming Languages (5 points)**

We decided to use GDScript for all aspects of this project simply because it is the best way to interact with the Godot gaming engine.

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

We use the Godot gaming engine for every aspect of this project.