**Software Implementation and Testing Document**

**For**

**Group <X>**

Version 1.0

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# Programming Languages (5 points)

We used C# for all of the scripts because it is the language that Unity uses with their libraries.

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

Unity is used as the platform to make the game and is used for the entire project.

# Execution-based Functional Testing (10 points)

Testing was done in the game manually with each new feature added by testing it by moving around and interacting with various things.

# Execution-based Non-Functional Testing (10 points)

Test plays are done throughout process, which tests how smoothly the game runs.

# Non-Execution-based Testing (10 points)

We walked through the code written thus far as a group over zoom screen sharing.