**Software Implementation and Testing Document**

**For**

**Group <2>**

Version 3.0

**Authors**:

Ricardo Jimenez

Austin Leach

Bradford Greene

Marc Montero

TiRon Anderson

# 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 all objects. Since the game progresses in a linear fashion, it is unlikely for a user to misuse functions or to “break” the game.

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

Test plays allow us to observe how smoothly the game runs. If it underperforms, we will adjust its traits to reduce any lag or desync.

# Non-Execution-based Testing (10 points)

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