**Software Implementation and Testing Document**

**For**

**Group <X>**

Version 1.0

**Authors**:

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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)

There is no non-functional testing in this game.

# Non-Execution-based Testing (10 points)

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

We did not perform any non execution based testing as documentation of the code was used to show how things were accomplished.