**Tools and Standards**

1. **Tools**
   1. Programming language:
      1. Python
   2. Editors:
      1. Word (for documentation and writing pseudocode)
      2. Excel (for texting documentation and for decision table)
   3. IDEs:
      1. PyCharm
   4. Other:
      1. Pyinstaller (used to install the game)
      2. Project Plan 365 (used for the Gantt chart)
      3. Html file used for user’s manual – made in Word
      4. 3D paint – Microsoft’s paint – for Titleimage icon. (which is used for the game file icon.)
2. **Standards**
   1. Process model:
      1. Simple Agile approach
         1. We are doing meetings for design and task planning then we split up and work on getting our task done.
   2. Coding standards:
      1. Python Programming Style
      2. Game Font: freesansbold.ttf (used in the game)
   3. Documentation standards:
      1. Times New Roman Font
      2. Font size 12
      3. Bold titles
      4. Double space (unless not needed)
   4. Product standards
      1. Basic python comment style
      2. This is used for object class, variables, and function definitions.
      3. Top of source code should have author’s name as well as version of what code it is.
      4. Team discusses on pseudocode that is done.
   5. Process standards
      1. Keeping track of versions of code
      2. Keeping a log of changes on code in a change log channel in Microsoft Teams
      3. Test recording process done in Excel spreadsheet (follow a simple input/output testing)