**Software Implementation and Testing Document**

**For**

**Group <24>**

Version 1.0

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# Programming Languages

*List the programming languages use in your project, where you use them (what components of your project) and your reason for choosing them (whatever that may be).*

*Python – used for the totality of the current state of the project, specifically we use the pygame API to control all game aspects, and all regular pygame functionality to manipulate gameplay. We chose Python because it’s a powerful language commonly used today in the industry, and we want to become better at it.*

# Platforms, APIs, Databases, and other technologies used

*List all the platforms, APIs, Databases, and any other technologies you use in your project and where you use them (in what components of your project).*

*PyGame – Essentially for the entire project since it’s a game*

*SqLite – For the high scores*