**Software Implementation and Testing Document**

**For**

**Group <9>**

Version 1.0

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# Programming Languages (5 points)

*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
  + We’re using python for the backend server and data processing
  + We chose python due to its simplicity and extensive libraries. It is a good choice for rapid development.
* JavaScript
  + We’re using javascript for game logic and frontend game development
  + We chose Phaser specifically for 2D game development for our typing minigames
* HTML/CSS
  + We’re using html/css for frontend design
  + HTML and CSS will be used for structuring and styling the non-game aspects of the web interface.

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

*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).*

* PostSQL
  + We are using PostSQL as our database for user profiles, typing statistics, and game data
* Phaser
  + We are using Phaser for our typing mingames and game logic
* Django
  + We are using Django as our web framework

# Execution-based Functional Testing (10 points)

*Describe how/if you performed functional testing for your project (i.e., tested for the* ***functional requirements*** *listed in your RD).*

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

*Describe how/if you performed non-functional testing for your project (i.e., tested for the* ***non-functional requirements*** *listed in your RD).*

# Non-Execution-based Testing (10 points)

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