

Software Implementation and Testing Document

For

Group 6

Version 1.0

Authors:

Riley Arunakul

Gabriella Estevez

Braden Ford

Kevin Foughty

Mattan Pelah

1. Programming Languages (5 points)

C# scripts for editing GameObjects in the Unity Game Engine editor. We're using C# as it's the programming language supported by Unity.

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

Since we are developing a video game from scratch we currently aren't using any software platforms or databases for our project. It's likely in the future we may use a database for player data or for a leaderboard. However, we are using an API called, "Unity Scripting API." Unity Scripting API is why we are using C# for our project as it allows direct integration with GameObjects in Unity. This API also contains many subclasses that allow tweaking specific aspects of the game engine to our advantage. Therefore this API has been implemented in every asset of our project thus far.