

Software Implementation and Testing Document

For

Group - Killer Among Us

Version 1.0

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1. Programming Languages (5 points)

The programming language we used is C#, which is essentially the only option in terms of working with Unity. Additionally, it is a language we are familiar with because it parallels C++ which has been used in previous classes. It also provides us with lots of libraries that make implementation easier, and as it will be used for scripting features and controls, it's important that it is convenient for use with the technology we want to include in our project.

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

Platform:

- Unity - as a gaming development platform, this is where the entire project was worked on

Outside Assets (All inside the "Assets" folder):

- Google Images - used for graphics for backgrounds, static images, etc. - Folders: SP_Dialogue/Graphics
- Glitch the Game - used for getting sprite sheets of characters for our game that could be cut up to be used in the animation of our characters - Folder: Sprites & Tiles
- Kenny Game Assets - used mostly for the platforms in the game - Folders: je_kenney_simplifiedplatformer, Sprites & Tiles/JE_Sprites
- Developed Assets - Andrew Morris developed 4 slime "enemy" assets for us - Folder: Sprites & Tiles/AA_Sprites/Enemies
- Grunge Horror Environment background asset (By ansimuz) - used for the background of the main menu - Folder: JE_Images
- City Pixel Art (By Joseth) - used as a TileSet for the buildings in the platform portion of the game - Folder: Sprites & Tiles/JE_Sprites/Background_elements
- Beside the Fire in the Cavern (By VOiD1 Gaming) - used for the general audio of the main menu - Folder: JE_Audio

NOTE: Sections 3-5 are not included for increment 1.