

Software Implementation and Testing Document

For

Group <17>

Version 1.0

Authors:

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1. 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).

Our game is built using the Godot game engine and we are using GDScript, used everywhere, and GDShader which is used to color the sprites indicating if they are alive or dead.

2. 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).

Godot Game Engine

3. 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).*

4. 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).*

5. Non-Execution-based Testing (10 points)

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