

Content

[CodeBreakers Project 2](#_Toc98693807)

[INTRODUCTION 2](#_Toc98693808)

[ROLES OF TEAM 2](#_Toc98693809)

[PRESENTATION OF THE PROJECT 2](#_Toc98693810)

[Realization of the project 2](#_Toc98693811)

[CODE PLAN 2](#_Toc98693812)

[Task performance 2](#_Toc98693813)

[TASK PERFORMANCE 2](#_Toc98693814)

# CodeBreakers Project

## INTRODUCTION

Our product is a site where we have presented the two Bulgarian Kingdoms. Our game is on the topic of geography and aims to learn the flags, names and anthems of European countries.

## ROLES OF TEAM

1. Andrey Mutlu – Scrum Trainer
2. Dimitar Staykov – Designer
3. Ivan Tsrangalov – Front-end Developer
4. Emil Bogdanov – Back-end Developer

## PRESENTATION OF THE PROJECT

* What is the idea of our project?
* How did we realize it?
* What technologies we used?
* How did we communicate?

# Realization of the project

## CODE PLAN

We used Visual Studio Code for the Front- and Back-end work. We included functions and algorithms in the game.

# Task performance

## TASK PERFORMANCE

Roles – everybody had a role and some work to do.

Productivity – we communicated regularly and made important decisions about how the projects was going to be developed.