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**Creation of the Educational Traveling game**

**Project Information**

* We depicted the “Educational Traveling” theme using Raylib and C++, over the span of a month.

**Team Information**

|  |  |
| --- | --- |
| № | Roles in the team |
| 1 | Valeri Ivanov – Scrum Trainer |
| 2 | Alexander Manov – Backend Developer |
| 3 | Galin Georgiev – Backend Developer |
| 4 | Petar Matsaliev– QA Engineer |

**Introduction**

|  |  |
| --- | --- |
| № | Introduction |
| 1 | **What is the product?**  The product is our depiction of the “Educational Traveling” theme. We used C++, Eight-ball engine and Raylib. |
| 2 | **How can you access it?**  You can read about our collaborative work on GitHub and access our project’s repository files. |
| 3 | **What about communication?**  We communicated through Teams due to its helpful functions like screen sharing and text channels. The team was well connected and the work was efficient. |
| 4 | **What programs were used?**  We used GitHub for file management and collaborative work, Visual Studio 2022 for code editing, MS Teams for communication, MS PowerPoint for our presentation, MS Word and GitBook for the documentation, MS Excel for our QA documentation, Doxygen for our code documentation and Figma for our design. |

**Ways of Realization**

|  |  |
| --- | --- |
| № | How did we do it? |
| 1 | **Task Distribution**  The Tasks were distributed based on the skillset of everyone. We also notified each other when a commit was made so everyone can stay up to date with the collaborative work. This way our team was as productive as possible. |
| 2 | **Task Completion**  Every day we held a meeting to track the development of the app and help each other progress further. We also resolved issues and shared ideas. |
| 3 | **Deadlines**  In these meetings we also discussed time management, how specific parts were coming along, what everyone had done in their specified time and what things should be completed in the near future. |
| 4 | **Branches**  We decided to use branches so we could split our work individually and make production more efficient. The code, major code tasks, documentation and design were split into their own respectful branches |

WORK PLAN

**Tasks for Completion**

|  |  |
| --- | --- |
| № | Task Breakdown |
| 1 | **Creating the main menu**  The main menu was created by our Backend developers. It is used to navigate through the application. |
| 2 | **Creating the character carousel**  The character carousel was created by our backend developers. The design was made by our scrum trainer. The character carousel is used to choose between characters. |
| 3 | **Event Summary**  The application has an organised layout for the data after a battle has taken place. This new section contains and summarises how many troops have died and what resources Bulgaria has gained. |
| 4 | **Revolutionist Carousel Submenu**  After the user has selected the Play mode, the revolutionist menu is displayed. In said menu, the user can choose between 3 or 6 historical individuals in a carousel-like menu. |
| 5 | **Evolution Tree Screen**  This screen covers all the possible evolution variants and expansion with occasional crossovers with other progression paths. |
| 6 | **GitBook**  A modern documentation platform where teams can document everything from products to internal knowledge bases |
| 7 | **Creating the Doxygen documentation**  The Doxygen documentation was created by our QA Developer and Scrum trainer. You can see in great detail how the code works through this documentation. |
| 8 | **Creating the QA Documentation**  The QA Documentation was created by our QA Engineer. There are unit test reports about the application. |
| 9 | **Documentation**  Our QA Engineer and our Scrum trainer created the documentation using MS Word to summarise the application. |
| 10 | **Presentation**  The presentation was created by our Scrum trainer to explain the concept of the application. |