A black and grey logo

Description automatically generated

**Table of Content**

**1 The team of creators…………………………………………**

* 1. **Scrum trainer……………………………………….**
  2. **Front-end developers……………………………**
  3. **Desinger........................................**

**2 Goals of our project.................................**

* 1. **Advancing the sandbox experience...........................**
  2. **Raising awareness..............................**
  3. **Saving the Earth tree by tree.........................**
  4. **Shaping the Future..............................**
  5. **Collaboration and Partnerships................**
  6. **Education and Outreach.........................**

1. **Main stages of work..................................**

**3.1 The main activities..............................**

**3.2 Planning Stage.....................................**

**3.3 Design and Development.........................**

**3.4 Collaboration and project management........**

**3.5 Roles of authors and their performance.........**

**4.Summary................................................**

**1 The team of creators**

**1.1 Scrum trainer:** ***Aleksandur Kolev-9G***

* team leader
* coordinated the activities in the team
* determined the deadlines for the implementation of the tasks set by him
* was creating a virtual space on the "GitHub" platform

**1.2 Front-end developers: *Gabriela Encheva-9V and***

***Stanislav Radev-9G***

* They were working on the graphic part of the application

**1.3 Designer: *Veselina Varadeva-9V***

* defines the main design of the web page

**2 Goals of our project**

**2.1 Advancing the sandbox experience**

* **Our primary goal at DURVENCA is to push the boundaries of the sandbox game genre and lead the way in innovation. We strive to develop a sandbox that is not only fun for the user, but also raises awareness about the current environmental crisis and educates them on the topic.**

**2.2 Raising awareness**

* **DURVENCA aims to raise awareness about the current environmental problems such as global warming, the greenhouse effect, deforestation and its causers like CO2 emissions, etc.. and ways to fix these problems- planting more trees.**

**2.3 Saving the Earth tree by tree**

**DURVENCA is a sandbox where the user can place trees which produce O2 and factories that produce CO2. This way they can simulate how much O2 an amount of trees will produce compared to the CO2 emissions produced by an amount of factories. This is why our slogan is saving the Earth tree by tree.**

**2.4 Shaping the Future:**

* **DURVENCA envisions a future where there aren’t any environmental problems, the air is cleaner, and people are healthier.**

**2.5 Collaboration and Partnerships:**

* **DURVENCA recognizes the importance of collaboration and partnerships to drive innovation and maximize the impact of our work. We actively seek out collaborations with academic institutions, industry leaders, and organizations that share our vision, fostering a collaborative ecosystem that raises awareness about environmental problems and their dangers to the world.**

**2.6 Education and Outreach:**

* **DURVENCA is committed to raising awareness and promoting knowledge about environmental problems and how to fix them. By sharing our expertise and insights, we seek to inspire future generations to pursue careers in developing projects that help the Earth and contribute to its protection.**

**3 Main stages of work**

**3.1 The main activities**

**3.2 Planning Stage:**

* **We identified the goals and objectives of the website, focusing on the sandbox genre and the awareness about environmental crisis. We determined the target audience and tailored the content to them. We created a website structure including a home page and a sandbox.**

**3.3 Design and Development:**

* **Our team designs the website layout, ensuring that it is visually appealing and user-friendly.**
* **We developed the website using appropriate web technologies and content management systems - Visual Studio Code.**
* **We created a visually appealing and consistent brand identity for the website.**
* **We designed a logo, chose appropriate color schemes and selected appropriate typography.**

**3.4 Collaboration and project management:**

* **We coordinated the efforts of content creators, designers, developers and our mentors.**
* **We facilitated effective communication and ensured timely completion of tasks.**
* **Our lead managed project schedules, timelines and resources to ensure a smooth workflow.**

**3.5 Roles of authors and their performance**

* **Designer:** **Veselina Varadeva**
* **Created visually appealing layouts, graphics and visuals for the website.**
* **Front-end developers: Gabriela Encheva and Stanislav Radev**
* **We built the website using coding languages, implemented the necessary functionalities and ensured proper integration with content management systems.**
* **Scrum trainer: Aleksandur Kolev**
* **Created the sandbox game, coordinated the team, managed deadlines, allocated resources and ensured the successful completion of the website project.**

**4.** **Summary**

**DURVENCA is an informative website with a built-in sandbox dedicated to exploring the captivating world of nature and to educating the user about the environmental problems of the 21st century and the bad impact they may have on the world. With a focus on the environment, Durvenca aims to provide a comprehensive understanding of these problems.**

**DURVENCA offers a captivating journey through nature. Through its sandbox durvenca let’s the user try different potential scenarios within the click of a button. The website aims to inspire, educate, and foster a deeper appreciation for the environment and the problems which may make it inhabital in the future.**