**PLANEX**

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# **TEAM MEMBERS**

|  |  |
| --- | --- |
| **#** | **Roles in the team** |
| **1** | Petar Todorov Kostov – Scrum Trainer |
| **2** | Rumen Vladimirov Parvanov – Backend developer |
| **3** | Aleksander Miroslavov Kolev – Backend developer |
| **4** | Anton Teodorov Kabakov – Backend developer |

# **ABOUT THE OUR PROJECT**

Planex is an immersive application designed for enthusiasts and learners of physics and astronomy. At its core, it offers a 3D representation of the solar system, complete with all planets orbiting the sun, which serves as the central star. What sets Planex apart is its integration of cutting-edge technology and scientific accuracy.

# **PROJECT DESCRIPTION**

|  |  |
| --- | --- |
| **#** | **Description** |
| **1** | The idea in general.  The idea is to create a 3d education solar system using Electron as a frontend and C++ as a backend which purpose serves as physics engine |
| **2** | Teamwork.  Our main communicating platform was Microsoft Teams. During the project, we worked every possible second, so that everyone can catch up with the work. |
| **3** | What technologies are used?  The technologies we used are **Visual Studio** as our main IDE, **GitHub** for collaborative work, **Git** as a source control tool, **Microsoft Teams** for connection and communication, **PowerPoint** for creating the presentation, **Word** for creating documentation, and **Figma** for the design. |

# **PERFORMED TASKS**

|  |  |
| --- | --- |
| **#** | **Completed tasks** |
| **1** | Come up with the idea  The first thing we did was to choose a topic that we are going to represent and how to do it. We brainstormed some ideas until we find something all of us liked. |
| **2** | Create the design  When we knew how we wanted our project to look like we made the design. |
| **3** | Set up electron and implement the design  From the beginning, we were sure that we wanted to use electron for the frontend so we set it up |
| **4** | Create the physics engine  This was one of the hardest parts of the project because we had to use mathematical formulas which are taught in university |
| **9** | Connect the frontend and the physics engine using Websockets  This was the hardest part of our project because we couldn’t find much information on the internet |
| **9** | Make the presentation and the documentation  We have a created a professional documentation and documentation |

# **METHOD AND MANOR OF IMPLEMENTATION**

|  |  |
| --- | --- |
| **#** | **METHOD AND MANNER OF IMPLEMENTATION** |
| **1** | Productive work  The tasks are defined in a way that everyone is aware of the tasks performed so far to present and answer quickly, clearly, and accurately, and teamwork is more efficient and productive. |
| **2** | Distribution of tasks  For each task, a person is selected who is more familiar with the field and will be able to perform the task in the most competent way possible. |
| **3** | Terms  Observance of dates was reminded by the Scrum Trainer. A meeting of the team is held every week to discuss the amount of time needed to complete the assigned task. Also we used a Milestone feature in GutHub to follow the work that everybody have done. |