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1. Team members

Atanas Tihomirov Apostolov

Email: ATApostolov21@codingburgas.bg

Class: 10B

Role: Scrum trainer

Ivailo Jivkov Dandarinov

Email: IZDandarinov21@codingburgas.bg

Class: 10V

Role: Backend Developer

Georgi Qvorov Filipov

Email:GYFilipov21@codingburgas.bg

Class: 10G

Role: Backend Developer

Jasmina Ivailova Valkov

Email:ZIValkova21@codingburgas.bg

Class: 10A

Role: Backend Developer

1. Topic

The topic of the project was to create educational software connected with Chemistry or Biology. So we create a C++-based software to help students with different chemical equations and problems. We had a month to deal with the task – form a team, discuss the topic, and come up with an idea. You can read more about the process in the next section.

1. Our game

The game

The idea of the project is a game about ecology. On the screen the user plays with a man who collects garbage on the screen.

Tehnologies

Microsoft Teams - the program that we used to communicate. We decided to use it because it was easy to use and gave us the best sound quality and connection.

Word - to create our documentation for the project. In it, we’ve described the process of making the project, every program that was used for the project, and every role in the team.

Excel - to create our QA documentation. In the QA documentation, our QA Engineer made a description of any test that he has made on the game. After that, he wrote down if the test passed.

C++ - the programming language in which the code for our game is written.

PowerPoint – to make our presentation. In the presentation, we introduce ourselves and everyone’s role, and the programs and technologies that we used for the project.

GitHub - the place where we share and store our code. It was easy to use for every member of the team.

1. Summary

**Stages of realization**

The easiest way to show you our stages is with a scheme

The first and hardest thing we had to deal with was coming up with an idea. Then we had to choose who was doing what and start working. After every function was made and the issues were closed, we had to do some tests and put things together to present the final product.

**Future updates**

Future updates won’t be a problem for our project. There can be added more levels, and tasks which are going to teach the users a lot more information than now.

**Conclusion**

This project, like the others before, was an opportunity for us to work as a team, learn new things, and improve our skills.

1. Block scheme