Team Opium

A black and white logo

Description automatically generated

Made by:

Team Opium

Find us on:

GitHub

Repository:

<https://github.com/DAYusein211/opium.git>

Table of Contents

[IDEA OF THE PROJECT 3](#_Toc121912108)

[TEAM MEMBERS 3](#_Toc121912109)

[PROJECT DESCRIPTION 3](#_Toc121912110)

[PERFORMED TASKS 4](#_Toc121912111)

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# IDEA OF THE PROJECT

* The idea we came up with is doing chemical interactions and the giving them to a man who has a reaction to the products of the interactions.

# TEAM MEMBERS

|  |  |
| --- | --- |
| № | Roles in the team |
|  | Ivayla Kuzmova– Scrum trainer – did the presentation and documentation for the project, organized the team and gave ideas. |
|  | Georgi Atanasov – Back-end developer – worked on the code, declared and initialized different variables and functions. |
|  | Denis Yusein – Front-end developer – worked on the code, used graphic libraries and developed the visual look of the game. |
|  | Daniel Buzin – QA Engineer – gave ideas and created the visuals for the game. |

# PROJECT DESCRIPTION

|  |  |
| --- | --- |
| № | Description |
|  | Idea in general.  Our assignment was to create a game or a software directly related to Chemistry or Biology. |
|  | How can you access the project?  You can find our project on GitHub. You can access the files by installing the repository, or paste this to your console - <https://github.com/DAYusein211/opium.git> |
|  | Teamwork.  Our main communicating platform is Microsoft Teams. Everybody was working on the project whenever they had time to. |
|  | What technologies are used?  The technologies used are **Visual Studio** as our code editors, we used **GitHub** for collaborative work, **Microsoft Teams** - connection and communication, **PowerPoint** - preparing a Presentation, **Word** - preparing Documentation and **Photoshop** – photo and graphic processing. |

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# PERFORMED TASKS

|  |  |
| --- | --- |
| № | Completed tasks |
| 1 | Decide the idea of the project  Everybody gave their idea for the project and then we chose the best one. |
| 2 | Add the game base  Started working on the code, as we started by adding some of the main elements. |
| 3 | Add structure design  We used graphic libraries, so we started building them first. |
| 4 | Reaction animation  There is a person in the game, who is reacting to the different chemical interactions. |
| 5 | Reacting substances  Then we added the reactions of the chemical substances. |
| 6 | Create the menu  Then had to create the game menu, giving you the ability to choose from the game modes. |
| 7 | Make the README file  In the readme file you can get a quick overview of the project. We have added the programming languages we used, the diagrams and the demos of the project. |
| 8 | Make the documentation  The documentation provides very useful information in terms of the technical aspect. You can learn pretty much everything by reading it. |
| 9 | Make the presentation  We have created a short presentation to quickly show what we have done. |