**GAME OF WORDS**

**PROJECT**

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# Team members

|  |  |  |
| --- | --- | --- |
| Member | Role | Class |
| Demetra Karagyozova | Scrum trainer | 9G |
| Boyan Kyovtorov | Backend Developer | 9V |
| Dimitar Dimov | QA Engineer | 9V |
| Ivan Dimov | Frontend Developer | 9V |

# Topic

The topic of this project is to make a C++ game with the theme "Game of Words". The idea is to sharpen our skills and improve our English vocabulary.

# Summary

## Stages of realization

1. Thinking of an idea
2. Organizing and giving everyone a role
3. Realization
4. Presenting the result

## Level of complexity

Teamwork can be very hard sometimes. Starting with scheduling a perfect time for everybody to begin working on the project. This was probably the hardest part.

In addition to that, working in a team can be very stressful. You should listen to everyone’s ideas and opinions before deciding anything.

Lack of time can be a problem too but, in the end, we managed to work it out.

## Used technologies

The technologies used are Visual Studio as our code editor, GitHub for collaborative work, Microsoft Teams and Discord for connection and communication, PowerPoint for preparing a Presentation, Word for preparing Documentation, Excel for the QA tests and Photoshop for photo and graphic processing.

## Conclusion

In conclusion, this project helped us improve our skills in working as a team. We learned how to stay calm and patient even through hard times. It also brought us closer together.

# Diagram Description automatically generatedAlgorithmic scheme