**FusionLab**

**CHEMISTRY AND BIOLOGY**

**PROJECT**

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# Team members

|  |  |  |
| --- | --- | --- |
| Member | Role | Class |
| Demetra Karagyozova | Scrum trainer | 10G |
| Stoyan Ivanov | Backend Developer | 10V |
| Zafir Dinev | Designer | 10B |
| Svetoslav Zhelev | Frontend Developer | 10A |

# Topic

The topic of this project is to make a C++ game with the theme "chemistry and biology". The main idea of ​​this project is to improve our programming skills and learn to work in a team.

# 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 and Excel for the QA tests.

## Conclusion

In conclusion, this project helped us improve our programming and teamwork skills. We learned how to stay calm and patient even in difficult times. It also brought us closer together.

# Algorithmic scheme