# *Shape Description automatically generatedPhilosophy of Knowledge*

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# Project Topic: Game of words && Math

The theme of the project was to create a C++ game related to math, numbers, or words in some way.

Our game idea is hangman – but instead of guessing letters, you guess the word.

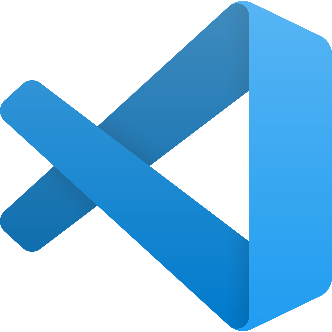
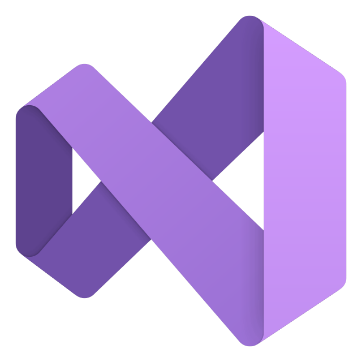
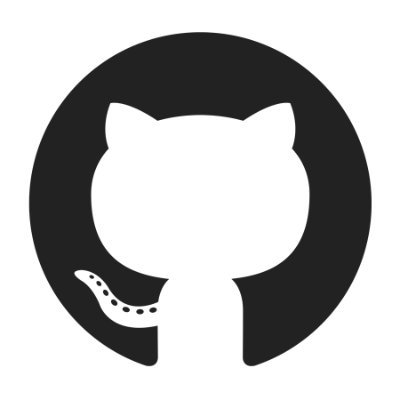
# Team Members:

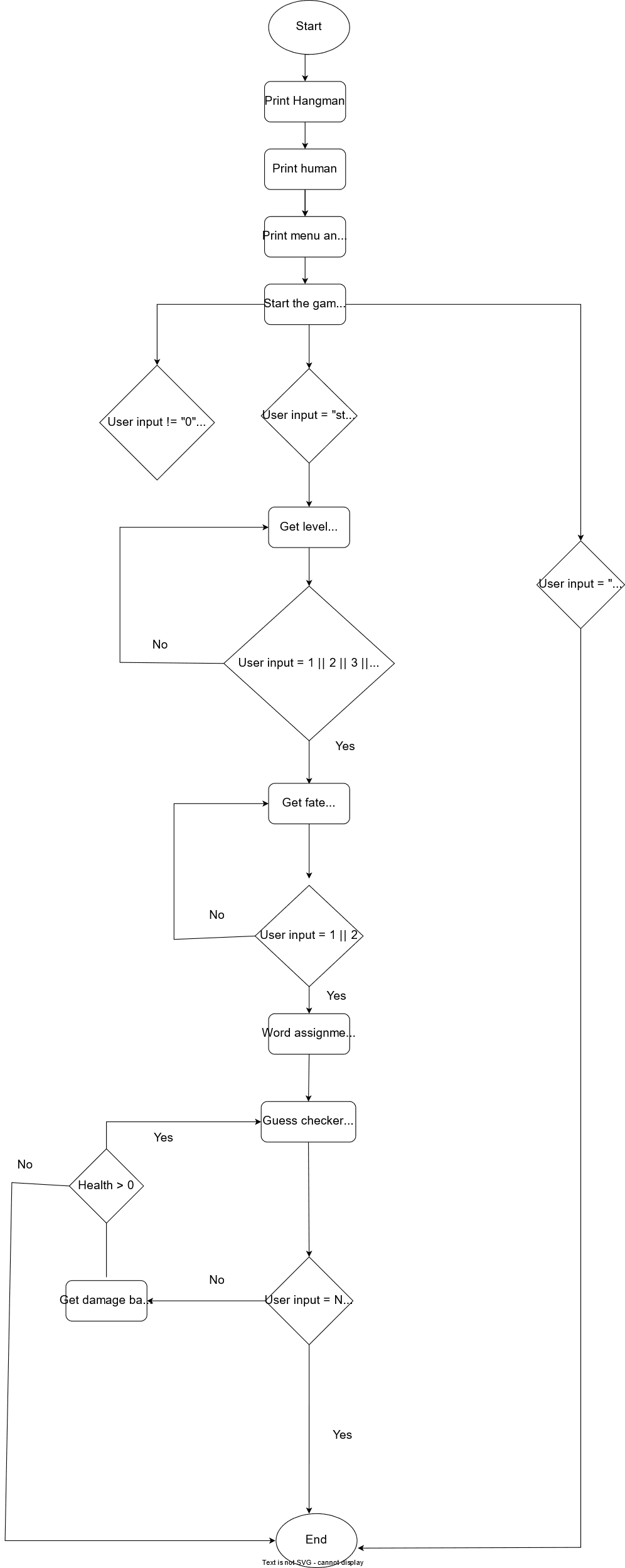
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| **Scrum Trainer** | **QA Engineer** | **Backend Developer** | **Backend Developer** |

# Technologies used

* C++ (language used to make the game)
* GitHub (version control)
* Word (documentation)
* Teams (used to get the team together)
* PowerPoint (presentation)
* VS Code (used to make the game)
* Visual Studio (used to make the game)







# Summary:

1. Our aims

* Our aims are to make sure that the code runs properly and that its functions have the expected output.

1. Main Stages of the project

* Creation of repository
* Creation of the game
* Documentation
* Release the first version on GitHub