

documentation

Team LRizz

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# **Project information**

We propose the development of a chemistry-based game where players manage a lab that functions as a business. The lab receives orders from various companies, which players must fulfill by synthesizing chemistry products. The game's main challenge is time, as players have a strict 2-minute deadline to complete and deliver the products via delivery services.

# **Team information**

|  |  |
| --- | --- |
| № | Roles in the team |
| 1 | Dimitar Vasilev – Scrum Trainer |
| 2 | Ivan Chelebiev– Back-end Developer |
| 3 | Hakan Chandar – Back-end Developer |
| 4 | Ivan Tsrangalov – Back-end Developer |
| 5 | Alexander Baev - Designer |

# **Introduction**

|  |  |
| --- | --- |
| № | How did we do it? |
| 1 | **Task Distribution**  The Tasks were distributed based on the skillset of everyone. We also notified each other when a commit was made so everyone can stay up to date with the collaborative work. This way our team was as productive as possible. |
| 2 | **Task Completion**  Every day we held a meeting to track the development of the game and help each other progress further. We also resolved issues and shared ideas. |
| 3 | **Deadlines**  In these meetings we also discussed time management, how specific parts were coming along, what everyone had done in their specified time and what things should be completed in the near future. |

# **Functions**

|  |  |  |
| --- | --- | --- |
| void | closeFile() | Closes an open file. |
| void | openFile() | Opens a file. |
| void | loop() | Runs continuously in a loop. |
| void | moveCharacter() | Moves a character to a new position. |
| void | drawBackground() | displays background texture |
| void | drawCharacterAnimations() | dispalys character animations |
| void | drawWalls() | displays walls textures |
| void | drawInventory() | displays inventory texture |
| void | isMusicPaused() | checks if the music is paused |
| void | drawMusicPlayer() | displays music texture |
| void | drawPeriodicTable() | displays periodic table texture |
| void | drawReactor() | displays reactor texture |
| void | drawChemistryShelf() | displays chemistry shelf texture |
| void | drawPackageMenu() | displays package menu texture |
| void | drawOrderMenu() | displays order menu texture |
| void | drawMailbox() | displays mailbox texture |
| void | drawOnFireAnimation() | displays on fire animation |
| void | load() | loads textures |
| void | unload() | unloads textures |
| void | drawMainLoop() | Displays the main loop |



