# TEAM C&B

Biology Project

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# IDEA OF THE PROJECT

The idea of the project is to create a game related to biology using C++.

# ABOUT THE GAME

Оur goal was to make you love biology because it is an interesting science. We have created an encyclopedia and a quiz with which you can test your knowledge.

# TEAM MEMBERS

|  |  |
| --- | --- |
| **№** | **Roles in the team** |
| **1** | Iliyana Michevska – Scrum trainer |
| **2** | Rumen Petkov – Back-end developer |
| **3** | Preslav Penchev - Back-end developer |
| **4** | Daniel Mihalev – Designer |

# PROJECT DESCRIPTION

|  |  |
| --- | --- |
| **№** | **Description** |
|  | The idea in general.  The idea is to create an adventurous game connected with biology. |
| **2** | How can you access the project?  You can find our project on GitHub. You can access the files by installing the repository or pasting this to your console https://github.com/INMichevska20/C-B.git |
| **3** | Teamwork.  Our main communicating platform was Microsoft Teams. During the project, we met almost every day, so that everyone can catch up with the work. |
| **4** | What technologies are used?  The technologies we used are **Visual Studio** as our code editor, **GitHub** for collaborative work, **Microsoft Teams** for connection and communication, **PowerPoint** for creating the presentation, **Word** for creating documentation and **Figma** and **Canva** for the design. |

# PERFORMED TASKS

|  |  |
| --- | --- |
| **№** | **Completed tasks** |
| **1** | Create a main page  Using the main page you can navigate through the different options of the game |
| **2** | Create Enclyclopedia  You can learn a lot for the human body using our encyclopedia |
| **3** | Create Biology quiz  Test your knowledge here |
| **4** | Create Skeleton  Here you can see a visualization of all body parts |
| **5** | Make the README file  In the readme file, you can get a quick overview of the project |
| **6** | Make the documentation  The documentation provides very useful information in terms of the technical aspect. You can learn pretty much everything by reading it |
| **7** | Make the presentation  We have created a short presentation to quickly show what we have done. |

# DIAGRAM

Diagram

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# CONCLUSIONS

We have created just a part of this unique game. We worked hard and learnt a variety of things. We improved our team work and increase knowledge in C++. We will be working hard to improve our game. We are looking forward to make our product better by making it more accessible, adding more functions and last but not least make it even more entertaining.