WHILE(!LOGIC)

Content

1. Aim of the project

The aim of our team, composed of four students is to create Booleo game using C++ as main language. Our end goal is also to implement the rules of the game as close as we can in order to help our fellow students to learn the boolean logic. We want to create two stages- person vs person and person vs computer.

2. Team

- Iliyana Michevska – Scrum Trainer
- Plamen Daylyanov – Back-end Developer
- Kaloyan Dimov – Back-end Developer
- Konstantin Dinev – QA Engineer

3. Stages of realization

3.1 Beginning

First, we formed our team, assigned the roles and organized our meeting schedule. Afterwards we discussed our ideas, combined them and got ready to start working.

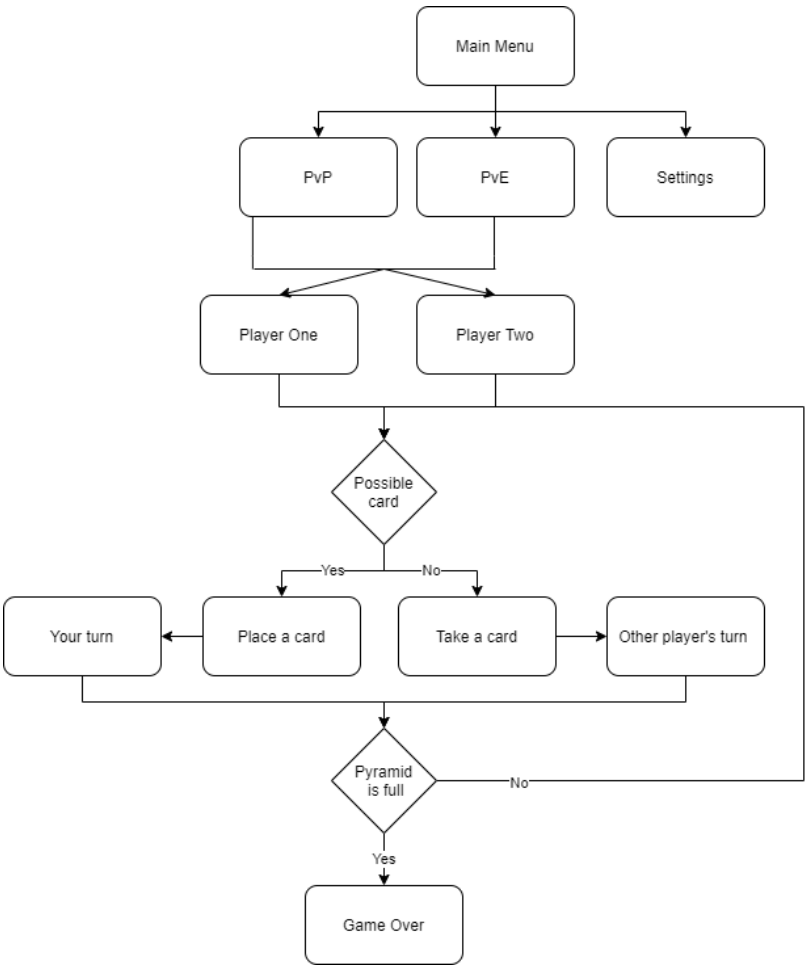
3.2 Planning

We started our work using Teams as communication platforms. We discussed ideas, gave many different suggestions and shared how each of us sees the entire proccess. We allocated our tasks, each performing his assignments on time.

3.3 Final changes

After writing the whole code, our QA Engineer tested it multiple times and fixed some errors and bugs.

4. Block scheme



5. Color scheme

6. Used technologies

- C++- C++ is our main language that we used to create our Booleo game.
- Qt- Qt is used for the graphical part of our project.
- Visual Studio- In Visual Studio write our code.
- Git- We used Git to publish and commit on Github changes we made.
- Photoshop- Using Photoshop we make design of the cards and the logo.
- Teams- Teams is our main communication platform. We communicated daily and if someone has difficulties, all members tried to help each other.
- Word- It is used to write the documentation for the project.
- Excel- We create a table of functions' productivity.
- Power Point- We made our presentation there.

7. Functions description

Function	Type	File	Description
on_pushButton_clicked	void	mainwindow.cpp	When the "PvP" button is pressed, it closes mainwindow.cpp and opens pvpgameplay.cpp
new Ui::MainWindow	void	mainwindow.cpp	Sets up the pvp screen
new PvPwindow(this)	void	mainwindow.cpp	Replaces the main menu window
delete ui	void	mainwindow.cpp	Deletes progress when a certain window is closed
generateCards(int size)	bool	pvpgameplay.cpp	Generates the cards in random order
initPixmaps()	void	pvpgameplay.cpp	Places the medium cards on both sides
printCards(QPushButton * arr[])	void	pvpgameplay.cpp	Places the rest cards on both sides
new bool[size]	void	pvpgameplay.cpp	New random size, each time pvpgameplay.cpp is loaded
new QPixmap()	void	pvpgameplay.cpp	Prepares the medium cards
ChooseCard()	void	pvpwindow.cpp	Chooses a card
SelectCard()	void	pvpwindow.cpp	A card is selected and can be placed on the "place card here" cards
new PvPgameplay()	void	pvpwindow.cpp	Clears the last gameplay and starts a new one in pvpgameplay.cpp

Here is a link to the table in excel.

8. Conclusion

8.1 Result

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++.

8.2 Future ideas

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.