



WHILE(!LOGIC)

OUR TEAM



- Iliyana Michevska
- Scrum Trainer



- Plamen Daylyanov
- Back-end Developer



- Kaloyan Dimov
- Back-end Developer



- Konstantin Dinev
- QA Enginner

STAGES OF REALIZATION

Understanding
the concept

Testing our
code

Presentation

Distribution of
tasks

Bugs and
errors
correction

Final

USED LANGUAGES AND TOOLS



A decorative graphic on the left side of the slide, consisting of white lines and circles on a dark teal background, resembling a circuit board or a stylized tree structure.

LET'S MOVE ON TO OUR GAME!