While(!Logic)

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# 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.

# Team

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

# 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.

## 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.

## Color scheme

Shape, rectangle

Description automatically generated

## Used technologies

|  |  |
| --- | --- |
| C++ | Qt |
| Visual Studio | Git |
| Photoshop | Teams |
| Word | Power Point |

# Conclusion

## 6.1 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++.

## 6.2 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.