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# 1. INTRODUCTION

# 1.1 Roles in the team

|  |  |
| --- | --- |
| № | Roles in the team |
|  | Yoan Tanev – Scrum Trainer |
|  | Zlatomir Kostadinov – Back-end Developer |
|  | Ivan Nazarenko – Back-end Developer |
|  | Teodor Todorov – Front-end Developer |
|  | Dobrin Peychev – QA Engineer |

# 1.2 Where is the project available

|  |  |
| --- | --- |
|  | All the files of your project are accessible for everyone who joins or GitHub Repository. |

# 2. THE PROJECT

|  |  |
| --- | --- |
|  | Our project is a mini game based on a maze in which you control your character using the arrows on your keyboard. In order to win the game you have to find a way to escape from the maze or else you lose the game by dying and you can try again. In our menu we also have a settings tab which gives you basic knowledge how to navigate and play the game and of course an exit button which allows you to quit. |

# 3. USED RESOURCES

|  |  |
| --- | --- |
|  | What resources and technologies are used?  We used Teams to communicate every once in a while to share our thoughts, problems and successes, Visual Studio 2019 as a Code Editor, C++ is the only programming language in which the code is written, Git and Github for collaborative work and task management, PowerPoint for our presentation, Word for our documentation and last but not least Excel for out QA tests. |

# 4. FUTURE DEVELOPMENT

|  |  |
| --- | --- |
|  | For the future development of this project we are considering 2 ideas:  1. Setting up a timer for the game to be more intense.  2. The labyrinth should randomly generate for the game to be more exciting and enjoyable. |