

Table of Contents

**[Making the game](#Making_the_game2)**………………………………………………………...….

Information about project………………………………..……

Team Information………………………………………………...

Introduction………………………………………………………....

Realization…………………………………………………….…..….

**[Work plan](#Work_plan2)**……………………………………………………………………….

Making the game

Information about project

* Our project is the game "hangman" presented in a more interesting way for the audience, our team has tried to provide the enjoyment of the game even as it is on paper.

Team Information

|  |  |
| --- | --- |
| № | Team roles |
| 1 | Atanas Apostolov – Scrum Trainer |
| 2 | Ivailo Dandarinov – Backend Developer |
| 3 | Kevin Rusev – Frontend Developer |
| 4 | Nikola Paskov – QA Developer |
| 5 | Soner Solakov – Mentor |

Team Information

|  |  |
| --- | --- |
| № | Introduction |
| 1 | **What is the program?**  Our program represents the game "hangman" presented in electronic form with an interesting design for the player. |
| 2 | **How can you access it?**  You may see all about your work in GitHub and access our project’s repository files |
| 3 | **How we communicate in the process of work?**  We communicated in Discord with voce channels, scream shearing and text channels |
| 4 | **What programs we used?**  We use GitHub for file management, Visual Studio about code, Visual Studio Code about web site, Teams about communication, MS Word about documentation, MS PowerPoint about presentation, MS Excel for QA documentation. |

Realization

|  |  |
| --- | --- |
| № | processes of realization |
| 1 | **Understanding project rules.**  In the beginning, we tried to analyze the project and assign our roles. |
| 2 | **The working process**  All the time we tried to keep the same consistency of work, did not allow misunderstanding in the team and discussed every single idea, no matter what it was. |
| 3 | **Work on time**  Everyone complied with their tasks according to the time allotted to them. |

Work plan

|  |  |
| --- | --- |
| № | Work plan |
| 1 | **Making a presentation for the first look of the game**  Through the presentation, we try to visualize the idea in our heads |
| 2 | **Adding a menu for the game**  The menu represents the function to start the game, to open the credits window and the function to close the program. |
| 3 | **Creating a lookscreen of the game**  We did this to add a more finished look to the game. |
| 4 | **Making a credits window for the menu**  This window serves to introduce the creators of the game. |
| 5 | **Adding big changes to the final visions to the game**  These changes represent creating new files, adding new features and details to the look of the game. |
| 6 | **Creating a website**  We did this to add a more finished look to the game. |
| 7 | **Creating a documentation**  Documentation serves as a means of expressing our work process. |
| 8 | **Creating the QA Documentation**  The QA Documentation was created by our QA Engineer. There are unit test reports about the application. |
| 9 | **Organizing our repository**  We did this to add a more finished look to the game. |

|  |  |  |  |
| --- | --- | --- | --- |
| Function | Type | File | Description |
| void game() | void | Game.cpp | The whole game is in this file. |
| void introduction() | void | Introduction.cpp | Game banner. |
| void menu() | void | Menu.cpp | This is the game menu. |
| void lockScreen() | void | Program.cpp | This window is at the beginning of the game. |
| void startGame | void | Program.cpp | This function allows to go to the menu. |
| void status() | void | Status.cpp | Function represents the logic behind the game. |