**Team V3**

**Team**

**Roles in the team**

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| --- | --- |
| Kaloqn Kuzmanov 9B | Scrum trainer, leader |
| Dimitar Yoldov 9B | Backend developer |
| Kristiqna Stoykova 9B | Backend developer |
| Ivan Draganov 9B | QA |

**Introduction**

1. What is the product?

The product is a card game.

1. Where is it available?

Our work took place in GitHub so that all of our files could be accessible by all

of our team members. The files were all uploaded in the repository of our project.

Link - <https://github.com/KGKuzmanov20/Team-V3>

1. Communication

The communication between our team members was realized through Discord.

**Stages of development**

The start of the project

Once formed, we appointed a leader. The leader then assigned the roles to each member of the team according to who would do best in each position.

Planning

At the first meeting, we decided which platform everyone will be most comfortable communicating with. In the end, we decided to used Discord as a communication platform. Once we were ready and connected, the scrum trainer gave us two weeks to find ways and make ideas about we are going to make the game. After these two weeks we all gathered and started sharing our ideas and work on the game.