TEAM (UN)SOLVED

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CONTENTS

[1. TOPIC 3](#_Toc64732660)

[2. TEAM 3](#_Toc64732661)

[2.1. Scrum Trainer 3](#_Toc64732662)

[2.2 Developers 3](#_Toc64732663)

[2.2.1. Front-end 3](#_Toc64732664)

[2.2.2. Back-end 3](#_Toc64732665)

[3. OUR GOAL 4](#_Toc64732666)

[4. STAGES OF DEVELOPMENT 4](file:///C:\Users\ivano\OneDrive\Documents\2020-2021\stringProject\Unsolved_Documentation.docx#_Toc64732667)

[5. DIFFICULTIES ALONG THE WAY 5](#_Toc64732668)

[6. WHAT WE USED 5](#_Toc64732669)

[7. Functions descriptions 6](#_Toc64732670)

[8. DIAGRAM 8](#_Toc64732671)



# TOPIC

What we had to do this project was use C++ string. A few things popped in our minds - games like hangman and scrabble, trivia quizzes and many more. But we settled on making a storygame, and not just a story game - a detective one. And that is how the idea of Unsolved came to be.

# TEAM

## 2.1. Scrum Trainer

* Kamelia Ivanova, KIIvanova19@codingburgas.bg

*Kamelia helped with code, documentations, and the presentation. She also gave every member a role and tasks, organised the team meetings and managed the GitHub repository.*

## 2.2 Developers

### 2.2.1. Front-end

* Niya Runcheva, NSRuncheva19@codingburgas.bg

*Niya, with the help of our back-end developer, made Unsolved come to life. She wrote most of the code and helped with the documentation.*

### 2.2.2. Back-end

* Maria Kostova, MDKostova19@codingburgas.bg

*Maria, alongside Niya, wrote the code for our game. She also summarised our ideas of the plot into one whole, cohesive story.*

2.3. QA Engineer

* Kalina Noncheva, KPNoncheva19@codingburgas.bg

*Kalina had the task of checking how our program was working and keep a record of her tests. She also made our presentation.*

# 3. OUR GOAL

# 4. STAGES OF DEVELOPMENT

4.2. Stage 2

We had set a meeting schedule, which we later found out was not very fitting with all our team participants. So, what we decided to do was everyone who was free got into a meeting and worked on the task they were given. Our scrum trainer was always there for help and like so work was going smoothly.

4.3. Stage 3

After having so many meetings and doing a lot of work, our last meet-up consisted of making everything clear for the presenting, and now we were ready to show our creation.

The first thing we had to do was to form a team, and since we have worked together on previous projects, and know each other’s sets of skills, we knew that we were going to be working together once again. After our team was formed, we decided on our roles, which was again easy since we all knew our strengths and weaknesses. Then our scrum trainer registered the team, gave tasks to the members and we all got to work.

4.1. Stage 1

Our goal was to make a storygame, where every choice you make, makes a difference, and can change the ending of the game. We wanted to test people's deduction skills and how well they paid attention while doing an otherwise leisurely activity - such as playing a game.

Since we all do not have that much experience in writing criminal stories we would love, as a future goal, to expand the story and make it longer and more twisted. We can also always work on improving the game's interface to make it more user-friendly. And add other tweaks and eastereggs to make it even more enjoyable.

# DIFFICULTIES ALONG THE WAY

Like in life, there are always bumps along the road to success. We faced many issues with the writing of the code and had to do some learning of other functions and read up on different things concerning C++ strings, so that we could make our ideas for the interface work.

Having QA Engineer as a position was also new to us, but thankfully we were provided information soon enough and with a bit more reading it became clearer.

Time was our biggest enemy. Not all of us were free at the same time, so that we could all work together. And we had to make sacrifices in order to be working regularly on the project.

# WHAT WE USED

*C++* is the language we had to use for the development of our project.

For all our meetings and discussions, we used *Discord*.

We used *GitHub* to collaboratively work on the project, keep track of our progress and commit the changes we make along the way.

Our code was written in *Repl.it*.

QA Documents were made using *MS Excel* for the records of the tests, and *MS Word* for the Test Plan.

The documentation was created with *MS Word*.

*Slides Go* and *MS PowerPoint* were used to make the presentation for our project.

# Functions descriptions

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| Function Name | Type of Data | Argument(s) | What the function does |
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# DIAGRAM