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| --- |
| detail of persons hands with scissors, markers, workingPhysics project |

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| EpicObjective.zip |  |  |
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# Idea

**Our idea main idea was to create application with what students can have fun while practicing and studying physics, whist so called “VR physics teacher we coded”. However, the idea of the teacher came after combining everyone’s different ideas into one. These ideas included:**

**• A calculator**

**• A convertor**

**• A test**

**• Ad adventure**

**Afterwards we developed the ideas by taking inspiration from different sources:**

**Moodle**

**Physics online tests**

**Physics’ students**

# Team

## Scrum Trainer – Konstantin Dinev

Organizes the work of the team. Makes the documentation and presentation.

## Backend Developer – Elena Keserdzhieva

Works on the logical part of the program and the way it works.

## Backend Developer – Plamen Daylyanov

Works on the logical part of the program and the way it works.

## Q&A Engineer – Rumen Petkov

Checks if the program works and points out the issues.

## Mentor – Aleksandra Staykova

Guides and helps the team by building trust and modeling positive behavior.

# Goals

**Our goal was to organize ourselves well as a team and create a work program, to help people with their physics studies in an easier and funnier way.**

To make sure that our goal come true we used:

* The calculator
  + To make the calculations of the formulas easier and less time consuming.
* The convertor
  + To make the converting from one thing to another.
* The test
* The adventure

# Stages of realization

## **Planning**

After we formed our team and assigned the roles, and we organized when our meetings would take place.

## **Realization**

We decided what is the project going to include. During the whole process we used MS Teams to communicate with one another. We met frequently to discuss about the progress, the due dates that the Scrum Trainer assigned and helping one another.

## **Testing**

Our Q&A Engineer made sure that all used functions, cycles work and pointed out the bugs and mistakes, so that they could fixed as soon as possible.

# Difficulties throughout the work

**We had to handle many difficulties from the codes, since it was a complex idea and we used different ideas. We had a period of time where we couldn’t meet because of school work. In the end, we worked things out and we believe that this will be very useful for students who have problems with physics.**

**There were some issues with the code, for example the loops after wrong input.**

# Future plans

* Creating more questions for the test
* Creating more missions and story for the adventure
* Adding more formulars