A picture containing text, clock, gauge

Description automatically generated

A Chemistry and Biology project Documentation

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* Martin Kafedzhiev
  + Scrum Trainer
  + Class 10A
* Plamen Daylyanov
  + BackEnd Developer
  + Class 10A
* Samuil Shkvarla
  + BackEnd Developer
  + Class 10A
* Elena Keserdzhieva
  + Designer
  + Class 10B
* Ivan Dadakov
  + Designer
  + Class 10A

Team members

* We used Visual Studio 2022 as our IDE where we wrote C++ code with the help of Raylib graphic library for the game. We designed different buildings and objects with Procreate, Pixilart, Creative Cloud and Pixlr E. We used Office 365 tools for the presentation and documentation. We used GitHub to store the code and all important files and assets. We used Teams for communication.

Technologies used

* Educational Chemistry and Biology game using C++. The task had to be completed by 02.04.2023. We had to form a team, distribute our roles and everyone’s tasks and make a finished product, which you can read more about in the next section.

Topic

Stages of realization

* This project was another great opportunity for us to develop our skills in working with people, communication, drawing, and writing advanced C++ code.
* Our future plans are to add more chemical reactions, include more elements and develop the storyline for the game

Summary