Faze Tryouts

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# **1. Technical Implementation**

## **1.1 Roles**

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|  |  |
|  | Mario Zlatev 9V – Scrum Trainer |
|  | Denis Kolev 9V – Backend Developer |
|  | Georgi Zhekov 9V – Backend Developer |
|  | Kliment Tenev 9G – QA Engineer |

## **1.2 Contribution from Everyone**

|  |  |
| --- | --- |
|  |  |
| 1. 1 | **Mario Zlatev:**  GitHub Repository, presentation, documentation, giving tasks to the other contributors and helping with the code. |
|  | **Kliment Tenev:**  Creating the QA Documentation and testing if different systems work. |
|  | **Georgi Zhekov:**  One of the developers of the game. |
|  | **Denis Kolev:**  Other developer of the game. Implemented the random distribution of the cards. |

# **2. Program Description**

|  |  |
| --- | --- |
| 1 | Menu  A menu where you choose whether to start playing, exit, see the rules or look for help with the game. |
| 2 | **Rules Menu** A part of the menu where you can see the rules of the game. |
| 3 | **Help Menu**  A part of the menu where you can look for help for different aspects of the game. |

**3. Taken Steps**

# **4. Code Functions**

|  |  |
| --- | --- |
| mainMenu() | Shows the Main Menu |
| helpMenu() | Shows the Help Menu |
| rulesMenu() | Shows the Rules Menu |
| game() | The main game that you play |
| colorSelection() | Selects a colour to be used |
| gotoxy() | Sets the starting point of elements |
| system() | Passes the commands that can be executed in the CMD, and finally returns the command after it has been completed. |