

U N T I T L E D

Documentation

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# **Team**

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# **Used Technologies**

* Visual Studio – Application
* Teams – Communication
* GitHub – Organization
* Miro – Game Diagram
* Adobe Illustrator – Logo
* Microsoft Word – Documentation
* Microsoft PowerPoint – Presentation
* Microsoft Excel – QA Documentation
* TestCaseLab.com – QA Documentation

# **Resume**

This is a game of C++, made for the school project - "Maze Sprint". The aim of the game is to get out of a maze with 3 levels of difficulty - easy, medium and difficult. Each time, the program generates a new maze for the user using Recursive Backtracking Algorithm.

# **Steps Of Realisation**

* 1. Coming up with the main idea